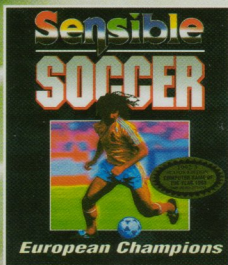
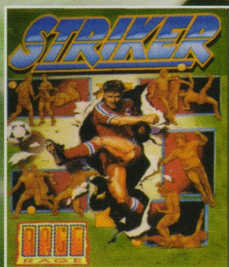
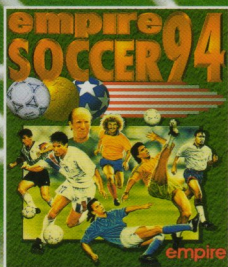


S O C C E R

U s e r G u i d e



empire[®]
I N T E R A C T I V E

SOCCER PACK USER GUIDE

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SPECIAL NOTE

Sensible Soccer, Empire Soccer and
Championship Manager require codes to be entered
as part of their copy protection.

These codes can be found in the separate
Technical Supplement enclosed in the pack.

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Sensible SOCCER

User Guide

SENSIBLE SOCCER 1992/93 SEASON EDITION

NEW FEATURES AND RULES

RULES

1. Back Pass Rule

As in real football, the goalkeeper can no longer handle the ball when you pass or kick it back to him. In this situation the goalkeeper turns into a normal player and you can move him around the pitch with the ball and kick the ball in a similar way to all other outfield players. The goalkeeper will still pick up the ball if thrown or headed back to him or if it comes back to him as a result of you tackling another player, or if it last touched a member of the other team.

2. Red and Yellow Cards

Sometimes a player will be issued with a yellow card if he commits a foul. If the same player is issued two yellow cards in a match then he will be dismissed from the field of play and be shown a red card. The player may also be dismissed from play with the issuing of a red card following a professional foul giving the opposing team a free kick. A player will not be dismissed for a professional foul if the foul takes place inside the penalty area.

3. Suspensions

In all leagues, Cups and Specials players receiving red and yellow cards can be banned from taking part in the next 1 - 3 games in the tournament. The bans are as follows:

1 yellow card	no ban
2 yellow cards	1 match ban
3 yellow cards	2 match ban
1 red card (professional foul)	2 match ban
1 yellow card and 1 red card (professional foul)	3 match ban

As soon as a player's ban is lifted he can play on as normal, but you will have to put him back in the starting line-up yourself before you go onto the field.

FEATURES

1. World Cup Qualifiers

To select the group you want, just load National Teams, select specials and then move up to the 'World Cup Qualifiers' option before you press fire. To select, move the joystick to the left or right to cycle through the groups. There are six groups in all. In each group the first two teams qualify and each group is played as a straightforward league with each team playing each other twice, 2 points for a win.

2. Starters' Custom Special

Two new additions to Sensible Soccer are the Booby League and Turkey Tournament, found in the Custom Team Specials. Designed especially for newcomers to the game, these options consist of the most lightweight of opposition on offer. The Booby League is a straight league of eight teams who all play each other once. The Turkey Tournament is a sixteen-team tournament consisting of a two-legged first round knockout and the winners go into two groups of four teams who all play each other once. The winners of the two groups then play a one-legged final.

3. European Cup

The European Cup special in Club teams now goes into two groups of four teams after the second round matches have been completed. The teams play each other twice in the groups and the winners of the two groups then play each other in a league final.

HINTS AND TIPS

1. Players out of position are now more noticeably out of sorts. Try to only play defenders in defence, midfielders in midfield and forwards up front and only put your goalie out on the pitch if you are really desperate.
2. Enjoy the game and don't forget to buy the next instalment of the enthralling Sensible Soccer saga.

INSTRUCTIONS

INTRODUCTION

Sensible Soccer is a soccer game, in fact here in England it is what we call a *football* game or dare I say a *football simulation*. The main part of the game is the football action itself, the rules of which I shall describe briefly below. Around the football action we have included a fair variety of different football competitions – Cups, Leagues and Championships, both real and imaginary, with 64 top European football clubs and all 34 European National teams including over 1250 different players. All of these features should add to your enjoyment of what we consider to be the most realistic and playable football simulation to date.

LAYMAN'S RULES OF FOOTBALL

Here then for the uninitiated are a very basic set of rules for the game of football.

1. There are 2 sides of 11 players each.
2. One player on each side is called a goalkeeper and goalkeepers generally stand in front of the goals at either end of the pitch wearing dark green jerseys. Goalkeepers are the only players allowed to touch the ball with their hands, so watch out.
3. Each team is given a direction to kick in and the object of the game is to kick the ball into the goal or net that your opponent's goalkeeper is defending. If you manage to do this then your team has scored a goal.
4. After 45 minutes the goalkeepers swap ends and the teams kick the other way up the pitch. The interval between the two halves is called Half Time.
5. After 90 minutes the game ends and the team that has scored the most goals wins, Hurraaah! If both teams have scored the same amount of goals after 90 minutes then it is called a draw...
6. ...if it is a draw after 90 minutes and Extra Time is being played, then the teams will continue to play for another 30 minutes with an additional Half Time swap in the middle. If one of the teams has scored more goals than the other after Extra Time then they are the winners. But...
7. ...if the game is to be decided on Penalties and the game is still a draw after Extra Time or, if it is a draw after 90 minutes and no Extra Time is permitted, then the winner of the game is decided on the basis of a Penalty Shoot Out.
8. A Penalty Shoot Out is a sequence of Penalty Kicks. A penalty kick is where the ball is placed on the penalty spot (the spot in the middle of the big box near the goal net) and a player from one team has to try and kick the ball past the opposing goalkeeper and into the net. In a Penalty Shoot Out the teams take it in turns to take penalty kicks against each other until each team has taken five penalty kicks. The team that has scored the most goals from the penalty kicks wins. If both teams have scored an equal amount of goals from their first five penalty kicks then a situation arises known as Sudden

Death. During Sudden Death each team takes one penalty kick each and if necessary another penalty kick each until during such a brace of penalty kicks one team scores and the other team doesn't. In this case the scoring team is the winner.

9. A match starts with either team kicking off from the centre spot (the spot in the middle of the pitch). Both teams then continue to boot the ball around until one of five things happens. Either:
 - i. The ball goes over the touch-line to the side of the pitch for a **Throw In**. In which case a member of the team that *wasn't* the last to touch the ball will pick it up and throw it back onto the pitch from the point on the touch-line where the ball left the field of play. The players can then continue to boot the ball around.
 - ii. The ball goes over the touch-line behind one of the goals. If the last person to touch the ball was the goalkeeper defending that goal or any other member of his team then this results in a **Corner Kick** to be taken by the other side. For a corner kick the ball is placed in the quarter circle in the corner of the field of play nearest the point at which the ball crossed the touch-line. The ball is then kicked back into play by a member of the other side before the booting around can start again.
 - iii. The ball goes over the touch-line behind one of the goals having last been touched by a member of the team attacking that goal as opposed to the team including the goalkeeper who are defending that goal. This results in a **Goal Kick** to the defending team, which means a member of the defending team (usually the goalkeeper) will place the ball in the forward corner of the six yard area (the little box near the goal net), nearest the point at which the ball crossed the touch-line, and welly the ball back into play.
 - iv. A member of one of the teams accidentally kicks a member of the other team instead of the ball. This is called a **Foul**. If a foul is committed then the game is stopped and the team whose player got kicked is awarded a **Free Kick**. This means that the ball is placed at the point on the pitch where the foul occurred and the hobbling player or one of his team-mates restarts play by kicking the ball. However if the foul is committed inside one of the penalty boxes (the big boxes next to the goal nets) and the player who was kicked is not on the same side as the goalkeeper defending that goal, then the hobbling player and his team are awarded a **Penalty Kick** (see Rule 8), not to be confused with a Penalty Shoot Out. After the penalty kick has been taken play continues as normal.
 - v. One of the teams scores a goal. If this happens the ball is replaced on the centre spot in the middle of the pitch and play restarts with the team who didn't score the goal kicking the ball.
10. At any of the points in the game described in Rule 9 above it is possible for either team to swap one of their players on the field of play with one of their spare players on the bench. This is called a **Substitution**. Each team can make up to two Substitutions in any one game.

11. There is no offside, not in this game.

GAME CONTROLS

During the game you may only control one member of your team at any one time. The man currently under your control is the one with the white number above his head. Control will be changed to another man if the man currently under your control is too far away from the ball or if he has lost his footing for any reason.

Off the Ball Controls

These controls apply when the man under your control is not in possession of the ball.

Running

To direct your man simply push the joystick in the direction in which you want him to run. A running man can intercept the ball from an opponent in possession.

Sliding Tackles

When running off the ball it is possible to slide into the ball or an opponent by pressing the **Fire** button. This will make your player slide in the direction which he is facing. Whilst a man is sliding it is possible to get him to deflect the ball in a direction different to the one in which he is sliding when he makes contact with it. To do this the joystick must be redirected whilst a man is in mid-slide *before* he has made contact with the ball. This is a skill which has to be mastered.

Headers

When the ball is in the air and you press the **Fire** button, instead of sliding into the ball the man under your control will attempt to head the ball. Such headers can also be deflected in a similar way to sliding tackles but redirecting must take place *before* contact with the ball has been made.

On the Ball Controls

These controls apply only when your man is in direct possession of the ball.

Dribbling

When on the ball simply push the joystick in the direction in which you want the player to dribble with the ball. You will find that as the player gathers speed it is harder for him to change direction and retain control of the ball. This is another skill which has to be mastered.

Pass

When on the ball if you quickly *tap* the **Fire** button whilst you are directing the joystick, the ball will be played along the ground in the direction you are facing *or*, if there is one of your team-mates standing roughly in the direction you are

facing and within passing distance then the ball will be played straight to your team-mate's feet.

Kick

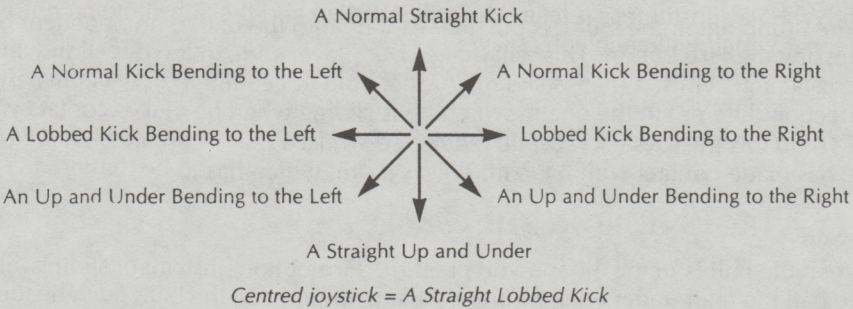
To kick the ball in the normal way the joystick should be directed in the desired direction and the fire button should be *firmly pressed*.

Lift and Bend

When the ball has been *kicked* as opposed to being passed it is possible to apply varying degrees of *lift* and *bend* to it. To do this the joystick must be redirected within a very short time after the **Fire** button is initially pressed. It is *not* necessary to release the **Fire** button before redirecting.

Redirection Table for Lift and Bend

Assuming the player is running and kicking up the pitch, lift and bend when applied to a shot will work in the following manner:



The quicker the bend is applied to a shot the more exaggerated the bend will be.

Set Pieces

All set piece kicks and throws work as a normal kick or pass except that illegal or illogical angles cannot be chosen by the kicker or thrower.

Goalkeepers

Goalkeepers are always under computer control except when they have the ball in their hands or when they are about to take a goal kick, in which case all they can do is kick the ball out.

The Bench

The bench can be called on at any time during the game when the ball is out of play, or if a free kick has been awarded, or before the beginning of a half. To access the bench the joystick should be flicked in any direction and left to return to the central position three times in quick succession. Alternatively the up and down arrow keys on the keyboard can be used. This can *only* be done when the ball is out of play or before a free kick or at the beginning of a half.

Manager

Moving the arrow up and down the bench enables the selection of the manager or substitutes, press **Fire** to select.

The Manager is the one wearing the brown coat and he is used to change the team formation on the pitch. When he is selected, press the up and down arrows to select the new formation from the Manager's menu and then press **Fire**.

Substitutes

All the other players on the bench are the substitutes and up to two substitutes can be brought on to replace other players in their team at any time during a match. When a substitute is selected he will stand up and the Substitute menu will appear which will enable the player to choose which player he wishes to take off. When the player to be brought off is selected he will run off the pitch and the selected substitute will run on.

To exit from the bench or the Manager/Substitute menus, move the joystick left or right.

KEY CONTROLS DURING THE GAME

- ↑ = Bring on bench for team kicking up.
- ↓ = Bring on bench for team kicking down.
- P = Pause On/Off.
- R = Replay last few seconds of action (press space during replay to record as highlights for 1Mb only).
- R = Slow down replay whilst replay is being viewed.
- Space = Record last few seconds of action to be played back later as highlights (for 1Mb only).
- F10 = Toggle crowd chants On/Off.
- Esc = Abandon current game.

For 1 Mb only:

- H = Replay all game highlights in sequence (this can only be activated when the full-time score is displayed).

Note: If there are too many highlights for any one game then the earlier highlights will be dropped.

THE MENUS

The menus are divided up into eight categories: Options, Edit Teams, Load/Save Data, Highlights, Friendly, Cup, League and Specials.

Options

- Game Length:** The real time length of each match can be set to either 3, 5, 7 or 10 minutes.
- Auto Replays:** The automatic replaying of all goals can be toggled On/Off.
- Menu Music:** The music played during the menu sections of the game can be toggled On/Off (for 1Mb only).
- Autosave Highlights:** The automatic recording of all goals scored as match highlights (for 1Mb only).
- Seasonal Weather:** There are two forms of pitch type selection in this game. One known as *Pitch Type* is a straight choice of an icy, wet, soft, muddy, normal, dry or hard pitch or a random choice between these seven. The other, known as *Seasonal Weather*, is mainly a means of simulating the influence that the weather can have on a football match, League or Cup. Each month of the year has been given a specific, typical weather pattern so a friendly played in July, for example, has little chance of offering a muddy pitch and a much greater chance of offering a nice dry one. For Cups and Leagues the month selected will act as the start of the season. Each League is played over an eight month period with the matches spread evenly over all eight months. Each round of a Cup lasts for one month so a three-leg Cup starting in July will have its final played in September. Both legs of a two-leg round will be played in the same month.

Edit Teams

The *Edit Teams* option allows you to change or update all data relating to any of the teams in the game. First the team to be edited must be selected. Then the joystick or arrow keys are used to edit the team data. All text files for player, team or manager names are selectable with the **Fire/Return** button and can be edited using the back arrow to delete and the normal letter keys to write. Press **Return** to finalise the new name.

The three face types are cycled through with the **Fire** button.

To edit the kit colours select either shorts, shirt or socks and then, with the **Fire** button depressed, direct the joystick up, down, left or right to cycle through the available colours. For two-coloured shirts, left and right will change the main shirt colour and up and down will change the secondary colour.

To select a new shirt type first select the shirt on the kit you wish to edit and then move sideways to the small shirts in between the first and second kits, then move up and down as appropriate and press **Fire** to select the new shirt type.

The team can be run by either a manager or a coach. Press the **Fire** button to edit.

G, D, M, F shows whether a player is a goalkeeper, defender, mid-fielder or forward (this information cannot be edited).

A Star beside a name denotes a Star Player (cannot be edited).

Player numbers cannot be edited.

Load/Save Data

There are five different sets of data that can be loaded into the game, three of which can be constantly edited, saved back onto the Gamedisk and reloaded.

- i. Original National Teams
- ii. Original Club Teams
- iii. National Teams and Data
- iv. Club Teams and Data
- v. Custom Teams and Data

Original National/Club files can be edited but cannot be saved over.

National/Club Teams and Data are intended to be used by the player as a form of updating the original squads provided. These can be edited, saved and reloaded time and time again (if Original files are loaded and saved they will always overwrite these files *not* the Original files).

Custom Teams and Data are intended for the player to invent or recreate his/her own teams and can also be edited, saved and reloaded time and time again.

It should be noted that whenever Save is used it will save the setup of all teams currently loaded plus all team tactics and the latest League and

Cup tables. This data may *only* be saved directly onto Gamedisk II.

Highlights (1 Mb only)

This option is useful for the saving and loading of match Highlights to and from a normal DOS disk. The file name is already allocated by the computer, so saving is simply a matter of inserting a disk, and loading is simply a matter of choosing the correct Match name from up to four files on any one disk. Disks should be inserted only when instructions to do so are given.

There is also a facility to view highlights which will show the highlights just loaded or else the highlights of the last game played.

Highlights may *only* be saved onto a *normal preformatted DOS disk*.

Friendly

This is a single match between either two players or the player and the computer (there is also a chance to watch computer versus computer).

The desired pitch conditions or season should first be selected by cycling through the available options with the **Fire** button.

Then player teams must be chosen using the blue **Choose** option. Two teams must be highlighted from the team list either as red computer teams or as blue player teams. The right number of teams must be chosen before the game can continue, confirm by selecting **OK**. When the teams are chosen, select **Play Match** (see also *Pre-Match Tactics* below).

After each Friendly there is an option to play the same game again or to return to the main menu.

Cup

The Cup competition is basically a knockout competition for 2-64 different teams at any one time, where during a series of games the winning teams remain in the competition and teams that lose are eliminated immediately, until in the end there are only two teams left to play out the last match of the Cup in the Cup Final. The winner of the Cup Final gets the Cup and the Glory.

There are options to select the pitch type/weather, the number of teams/rounds and the inclusion of extra time and/or penalties at various stages of the competition.

If a match is drawn after 90 minutes then extra time will be played if the option has been selected as **Yes** for that round. Extra time will also be played if **If Replay** has been selected and the game is a replay. If **No** is selected then no extra time will be played.

The possibility of penalties is dealt with in an identical way to extra time but if both are possibilities then extra time will always occur before penalties.

If two-leg matches are to be played at any stage of the competition then the round will be decided over the course of two matches with both teams taking it in turn to play at home. The scores of both matches are added up to give the final aggregate score and the winner is the team with the highest total over the two matches. If the total after the two matches is a draw and the Away Goals rule has been set to **Yes**, then the team which scored the most goals in the away leg will be the winner. If after taking this into consideration the result is still a draw then extra time and/or a penalty shoot out will be played, as appropriate, straight after 90 minutes of the second leg.

In either two- or one-leg matches where the match has ended in a draw and there is no extra time or penalties, or where the match is still a draw after extra time and there are no penalties, then the teams will replay the match (1 leg only) in order to determine a winner.

Cup menu

All Options on the **Cup** menu are selectable by using the **Fire** button to cycle through available choices.

The teams for the Cup competition must then be chosen using the blue **Choose** option in a similar way to selecting teams for a **Friendly**. Up to 64 teams can be selected at once and all 64 teams can be player teams if so desired.

When you are happy with all the options select **Play Cup** to start the competition.

When into the Cup sequence proper keep on selecting **Play Match** followed by **Next Match** to play the next match in sequence.

Computer results will be calculated when appropriate and played in sequence with matches involving either one or two players. All player matches will lead onto the **Pre-Match Tactics** screen (see below).

To scroll through the draw/results of a round use the red arrows at the side of the table.

To save a Cup competition half-way through, select **Save Data**. This will also save the setup of all teams currently loaded plus the current League setup.

A Cup can be exited and returned to at any time provided that another Cup has not been initiated either via the Cup or Specials options.

League

The League is a competition where 2-20 teams play matches against each other in sequence until they have all played each other between one and ten times as specified. The results are tabulated using the following criteria: 2 or 3 points for a win, 1 point for a draw, 0 points for a loss

The team with the greatest number of points after all matches have been played wins the League.

Number of Teams, Number of Times to Play each Team, Points for a Win and Start of Season/Pitch Type can all be set by simply cycling through the available options in the League menu and using the **Fire** button to select the one you want.

Choose league teams using the **Choose League Teams** box in the same manner as used for **Friendlies** and **Cups** above *before* selecting **Play League**.

Once in the sequence of games select **Play Match** and **Next Match** as in the **Cup** option above.

Results are tabulated game by game.

Select **Save Data** to save League games at any stage together with all current teams and all current Cup data.

A league can be exited and returned to at any time provided that another league has not been initiated either via the League or the Specials option.

Specials

To help players to get going quickly in Cup and League competitions **Specials** offers various preset **Cup** and **League** competitions for the various sets of data plus the **European Championships** which is really an **Extra Special**.

The Specials available depends on the current data that has been loaded.

When **Club** teams are loaded the choices are:

Cup Winners Cup and **European Cup** both of which have 32 teams, a one-leg final and two legs including the away goals rule for all other rounds.

UEFA Cup which has 64 teams with two legs plus the away goals rule for all rounds including the final.

European Superleague where 20 teams play each other twice scoring two points for a win.

When **National** teams are loaded the choices are:

Euro Cup with 32 teams and no two-leg matches.

League of Nations where 16 teams play each other once scoring two points for a win.

European Championships where 8 teams are divided into two sub-leagues of 4 teams each. Each team plays every other team within the sub-league once in the first phase of the competition. After all matches within the sub-leagues are played, the bottom two teams of each league are eliminated and the winners of each league play the second-placed team in the other league in the semi-finals. The winners of the semi-finals then go on to play the final.

When **Custom** teams are loaded the choices are:

The **Egg Cup** with 64 teams and single-leg matches except for the two-leg semi-finals and final.

The **Chicken League** with 2 teams playing each other five times scoring three points for a win.

There is no limit to how many of the teams in all of these specials can be selected as player teams but the player(s) should select at least one team as a player team if s/he wishes to play in the relevant competition.

Pre-Match Tactics

Before each match every player team is given the option to rearrange the tactical layout of his/her team.

The formation can be changed by selecting the appropriate grey box. There is a choice between eight formations: 4-4-2, 5-4-1, 4-5-1, 5-3-2, 3-5-2, 4-3-3, All Out Attack and All Out Defence.

Substitutes are highlighted in the player list. To change players around on the field or to swap a substitute with someone in the starting line-up, select the name of the player to be moved from the list of names down the left-hand side of the

screen and then pick his new position within the formation. The renumbering of swapped players is automatic.

The likely formation of the opposition team for the current match can be seen if **View Oppo** is selected (press the **Fire** button to exit).

Once the player is happy with the team formation **Play Game** should be selected using the joystick with which s/he wishes to play the game itself.

For a two-player game both players will be allowed to edit their own team formation in turn before play commences.

And then **Bingo, Bongo!** let the fun begin.

Sensible Soccer

v1.1 IBM PC

Installation Instructions and Manual addendum sheet

Getting started

Quickstart

If you wish to play the game from floppy disk, by keyboard with 256 Colour VGA graphics and beeper sound support for both music and sound effects, insert disk entitled Game Disk into floppy drive A: and type SOC - the game will then proceed to load.

If you wish to change this configuration, then you will have to re-configure the game. See below.

Installing and re-configuring the game

Place the Game Disk into floppy drive A:. At the prompt, type INSTALL<RETURN>. A configuration screen will be displayed which allows you to configure the game to your own requirements.

Using the configuration screen

To move around the menus, use the cursor keys and the <ENTER> key to make the selection from the main headings - Display, Music, Sound fx, Control, Install path, Install to hard disk. On making a selection from these headings, a second set of headings will appear on the right-hand side of the screen relating to the selection you have just made. Again, to make a selection from these headings, use the cursor keys to move around the headings and use the <ENTER> key to make the selection. This will change what is displayed against the main heading on the left of the screen.

The Main Configuration Headings

Display

This relates to which graphics mode the game will be displayed in. Please refer to your computer and monitor reference manuals to see which mode is most suitable for your computer.

Music

This option allows the user to re-configure the game, to support additional sound cards to play title and menu music.

For additional notes on sound card support please refer to the READ.ME file on the disk entitled Game Disk.

Sound Fx

This option allows the user to support additional sound cards to play sound effects within the game.

Additional game information - please read in conjunction with game manual

Key controls during the game

Q Brings on manager's bench for team playing up the pitch

A Brings on manager's bench for team playing down the pitch.

Only accessible when the ball is out of play.

P Pause On/Off

R Replays last few seconds of action.

S Records last few seconds of action to be played back later. Only available if machine has Extended memory that is being accessed by HIDOS.SYS or HIMEM.SYS.

F10 Toggles crowd chants ON/OFF. Only available on SoundBlaster Sound Fx option.

H Replays all game highlights in sequence. This can only be activated when the full time score is displayed.

CTRL\F1 Quits to DOS. Only available from the menus.

The Menus

Options

Autosave Highlights

Only available if machine has Extended memory that is being accessed by HIDOS.SYS or HIMEM.SYS

CONFIG.SYS requires the following lines to have been included within it to access the highlights and SoundBlaster samples:

DOS=High

Device=HIMEM.SYS or its equivalent

If the user has a SoundBlaster card and Extended memory is available, crowd chants can be heard within the game.

For additional notes on sound card support please refer to the READ.ME file on the disk entitled Game Disk.

Control - The control mode

The game defaults to using the keyboard, as the in-game control mode. It is possible to change this control method to joystick via this option. The default keys are:

Directional control

Up - Up cursor arrow

Down - Down cursor arrow

Left - Left cursor arrow

Right - Right cursor arrow

Fire - Space bar

For information on how the controls selected are used within the game, see the enclosed Sensible Soccer Game Manual.

Install path

If you wish to install the game to hard disk you are free to do so. The default path through which the game will be installed is C:\SOCCER. The path name can be changed from within this option.

Install to hard disk

Selecting this option will install the game to hard disk following either the default path or the path selected.

Selecting this option quits the install/configure program and returns the player to DOS.

Exiting the install procedure

To exit, press the <ESC> key and follow any on-screen prompts.

Running the game

Once the game has been correctly configured for your machine, follow these instructions:

Flippy disk

Place the game disk in the appropriate drive and type SOC<RETURN>.

Hard disk

Enter the game directory and type SOC<RETURN>.

On loading the game for the first time, after you have selected which language you wish to play the game in, you will be asked to input a word from varying locations from within the Sensible Soccer manual. Use the keyboard to input the word, and when you are happy that you have input the word correctly, press <RETURN>.

empire SOCCER 94



COPY PROTECTION

After playing the first half of the first match, you will be presented with a copy protection question similar to the example shown below.

COPY PROTECTION

From the score grid supplied
please enter the result from

ENGLAND vs BRAZIL

0

0

Using the protection grid printed in blue on the separate technical guide and enclosed with this pack, find the match corresponding to the protection question asked.

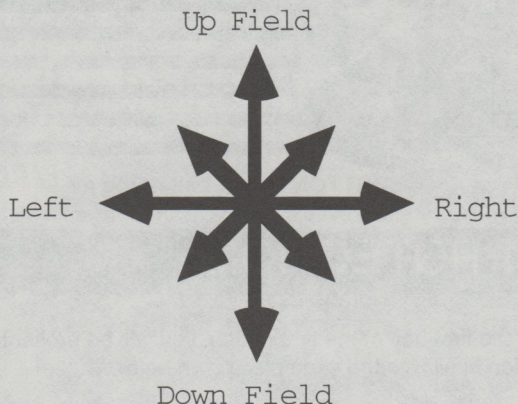
Use the directional controls **LEFT & RIGHT** to toggle between the two scores, **UP & DOWN** to change the digits according to those printed on the score grid for the displayed match, and **BUTTON 1 (FIRE)** when you have set both scores.

You have three attempts to answer correctly.

CONTROLS - IBM PC & COMPATIBLES

PLAYER CONTROL USING JOYSTICK

Your players will move around the field according to the direction the joystick is moved. Move the joystick diagonally to obtain diagonal moves. You will need to calibrate your joystick initially, so follow the on-screen prompts.



PLAYER CONTROL USING KEYBOARD

Your players will move around the field according to the direction keys pressed. Use combinations of key to obtain diagonal movements.

DIRECTION

UP
DOWN
LEFT
RIGHT
BUTTON 1
BUTTON 2
PAUSE

KEYBOARD 1

CURSOR UP
CURSOR DOWN
CURSOR LEFT
CURSOR RIGHT
ENTER
RIGHT SHIFT
ESCAPE

KEYBOARD 2

Q
A
Z
X
SPACE BAR
1
ESCAPE

FRONT END CONTROL

MENU CONTROL
QUIT
TEAM SELECTION

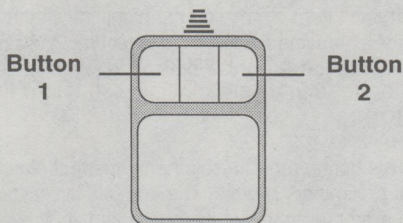
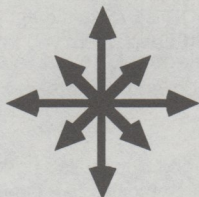
CURSOR KEYS

ESCAPE
CURSOR KEYS (Move up and down list)
HOME/END (Move to first/last team)

During the group stage of World Cup when sorted group table is displayed pressing HOME/END will advance to the next group with a preselected game.

PLAYER CONTROL USING MOUSE

Your player will move around the field according to the movement of the mouse. Note that the mouse buttons are labelled 1 & 2 to correspond with the joystick and keyboard.



SKILL CONTROL

HEADER	BUTTON 2 with ball in the air (quick tap)
KICK	BUTTON 1 (Up, Down, Left or Right for after touch)
SLIDING TACKLE	BUTTON 2 (quick tap)
SPECIAL MOVE	BUTTON 2 (long tap - players number must flash)
BACKHEEL	<i>Not available</i>
OVERHEAD	BUTTON 1 with ball in the air

FREE KICK, GOAL KICK & CORNER

KICK	BUTTON 1
PASS	BUTTON 2 (quick tap)
SPECIAL	BUTTON 2 (long tap)

GOAL KEEPER HOLDING BALL

LONG KICK	BUTTON 1
ROLL OUT	BUTTON 2 (quick tap)

THROW-INS

LONG THROW	(Move target player using direction controls) + BUTTON 1
THROW TO FEET	BUTTON 2 (quick tap)

TAKING PENALTIES

SHOOT	BUTTON 1
--------------	-----------------

SAVING PENALTIES

SHUFFLE LEFT	LEFT (tap)
SHUFFLE RIGHT	RIGHT (tap)
DIVE LEFT	LEFT (hold)
DIVE RIGHT	RIGHT (hold)
JUMP UP	(don't press any keys)

THE MAIN MENU

SELECTING OPTIONS

IBM PC & COMPATIBLES

The main menu offers 3 different ways of playing the game and an options selection. You select each item by moving the highlight with the **CURSOR KEYS** to the appropriate option and then pressing **RETURN** to select it. Pressing **ESCAPE** will return you to the previous menu. Use **left & right** in options to toggle options.

OPTIONS

RANDOMIZE CUP

This option randomizes the teams that play in the World Cup finals section, and draws all of the preliminary groups. The game is initially set up with 24 teams in 6 Groups. However, there are other teams in the game and selecting this option will give them a chance to play. See THE TEAMS section for a full list of teams available.

SELECT CUP TEAMS

This allows you to set up the 6 Groups of 4 teams in any way that you like. This means that you can select your own cup final leagues from the 32 teams available.

EQUAL SKILL (ON/OFF)

The individual countries have been allocated different skill levels and styles of play. If you want all of the countries to be equal then set this option to ON and all of the teams will be set to maximum skill level. This relates to both the World Cup and Exhibition matches.

PC OPTIONS (IBM PC VERSION ONLY)

This allows you to toggle on/off the game sound, toggle on/off the extra game animation (to speed the game up) and re-define the keyboard controls.

EXIT:

This returns you to the main menu.

TRAINING

This is probably the best mode for you to attempt first. It allows you to play a single match, where you select the skill levels for the 2 teams. Level 1 is the highest skill level, and Level 5 is the lowest. Don't worry if you lose to the computer even with it on Level 5 and you on Level 1 to start with. It has had more practice than you!

*NOTE: TO START WITH YOU MAY LIKE TO SET YOUR TEAM TO NOVICE MODE.
SEE BEFORE THE MATCH FOR INFORMATION ON HOW TO DO THIS.*

EXHIBITION

This mode is a stepping stone towards a full World Cup competition and introduces you to the 32 international teams that are included in the game. You can play a single match with any one of these teams against another. The teams will be equally matched if you have selected EQUAL SKILL on the Options screen, but they will have their own individual skill levels if this option is turned off - this is the default.

An exhibition match must be decided one way or the other. This means that there is extra time followed by penalties if the scores are level.

WORLD CUP

This is the mode that matches the format of the World Cup finals. This means that there are 6 groups of 4 teams who all play each other (36 matches in all) followed by a knockout competition for the last 16 (another 15 matches). The leagues are predefined, but they can be changed as described above in the section on Options.

Up to 8 players can each select their own teams and play in the tournament together. Once you have selected the World Cup option the game will ask how many people are going to play. If you wish to have more than 3 players then select the bottom option but press **left and right** to get the correct number of players.

Once you have decided on the number of players, each player selects a team. The list of available teams will appear and can be scrolled through by pressing **up and down**. On the PC you can also jump to the top of the list by pressing the **HOME** key or to the bottom by pressing the **END** key. Press **RETURN (FIRE)** to select the highlighted team. When everyone has selected a team, the league section will begin.

The game plays 2 matches in each league at a time until every team in each league has played each other once. Each match can either be played in full or just the result viewed. Matches with no human players involved will default to just show the result. Matches with 1 or 2 human players will default to be played. However, you can decide which matches you wish to play, and which you wish to just have the result. Just press **left and right** to select whether a match is to be PLAYed or simply view the RESULT.

If you do decide to play a game where neither team has been picked by anyone then you will have to deselect COMPUTER on the pre-game screen to let the computer know that someone will take control of the team. See the BEFORE THE MATCH section for more information on how to do this.

After each match press **RETURN (FIRE)** to move on to the next one. After 2 matches in a group the league table will be shown. Press **RETURN (FIRE)** again to move on to the next group or press **HOME/END (PC ONLY)** to skip to the next group with a match to be PLAYED in.

When all the group matches have been played, the 16 best teams (top 2 in each group plus the 4 others with most points) play a knockout stage through to the World Cup final itself. If these matches are not decided in normal time there are 2 periods of extra time each lasting one third of the time per half, followed by a penalty shoot out if the match is still undecided.

BEFORE THE MATCH

This screen allows you to set the styles for the 2 teams.

On the PC version move the highlight using the **cursor keys** and **Return**, and change the selection by moving **left and right**.

On the Amiga version, use the joystick to move the highlight and press **FIRE** to select.

TIME

You can play 1,3,5 or 10 minute halves.

CONTROL DEVICES

Choose the control device for each team using the **cursor keys** and **Return**. You can select from KEYBOARD 1, KEYBOARD 2, JOYSTICK or MOUSE. You can also select COMPUTER which means that the team will be controlled by the computer.

SPECIAL MOVE

On the PC version there are 6 special moves that can be selected. Each one has unique strengths and can be used in different ways.

FORMATION

There are 5 different formations that you can select. Each one does make a significant difference to the way you play the game. Be brave, experiment - you can never be sure what style will suit you best until you try.

NOVICE/PRO

This option allows each team to select whether the ball sticks to the player's feet or not. The game is far better if you select PRO once you are familiar with the game, but NOVICE is a good option to try if you find it difficult to control to start with. It also allows a new player to stand a chance against a seasoned professional.

PLAYING A GAME

This is where Empire Soccer 94 really comes into its own. The game is designed to be fast, furious and fun. This is where it all happens and here's how it works:

At the start of each match, team number 1 (the team at the bottom of the screen) selects heads or tails on the coin toss by pressing **left or right**. If you are playing a 1 player game then you will always be given the chance to choose. The team that wins the toss then selects whether they wish to play up or down the field in the first half by pressing **up or down**. The team that loses the toss will take the kick off.

During the game you control one player at a time and this player will be identified by having his number printed above him. This will be the nearest active player to the ball. If this player is off the screen then his number will appear at the edge of the screen in his direction. If the number is flashing (wait for the flashing SP symbol next to your team name on Amiga version), then the player can also activate his special move. See the CONTROLS section to see how. A yellow dot beside the number indicates that the player has been booked.

The panel at the bottom of the screen shows the length of time remaining in the current half, together with scores and the team names. On the Amiga version the timer bar is shown on the left of the screen. When the bar reaches the bottom the game goes into injury time which is shown by a rising red bar. There is no point trying to waste time at set-pieces when you are winning as this extra time will just be added on at the end.

At half-time and full-time you will be presented with a screen of statistics that show how the 2 teams have fared in different areas of the game.

Okay, let's see how the game is played:

OPEN PLAY

KICKING

Soccer is all about kicking a ball around and here is how you do it. Press **BUTTON 1 (FIRE)** when you have the ball. Make sure you do have the ball at your feet though or it won't work. The longer you press the button down, the harder the kick up to a maximum when the ball is kicked automatically. You may also impart swerve to the ball by pressing in the direction you wish to swerve on your controls.

Note that pressing the controls in the opposite direction to that of the kick has the effect of kicking the ball higher, while pressing in the direction of the kick will keep it low. This is the most important of all of the controls and should be the first one that you master.

TACKLING

If you have not got the ball then you'd better do something about it. Pressing **BUTTON 2 (FIRE)** whilst running) forces the controlled player into a sliding tackle. This is very effective for dispossessing the opposition, but can also be risky in the sense that you have a good chance

of fouling them at the same time. Try to time your tackles so that you cut across the player with the ball and take it away from his feet cleanly.

The referee will penalize any foul play if he sees it so use your tackles wisely.

HEADING

Heading brings a whole new dimension to your play. If the ball is in the air then your only option is to head it, but there are a number of different styles of headers that you can do.

If the player is running, but a long way from the ball and you press **BUTTON 2 (FIRE)**, then he will try launching himself into a diving header. This is the most powerful header but can only be directed in the direction that you are running in.

If the player is running, but is close to the ball then he will try heading the ball as he runs. If he is stationary then he will just jump in the air to head the ball. Both of these last 2 moves can be directed by using the direction controls. As you head the ball, press the direction on the controls that you want the header to go in. This enables you to score with some brilliant glancing headers, or headers back across the goal.

PASSING

Passing is an art. Keeping the ball moving is the elegant way to play soccer and in Empire Soccer '94 it is also highly effective. After a bit of practise you should be able to trap and pass the ball smoothly.

To trap the ball, HOLD the kick button **BUTTON 1 (FIRE)** before the ball arrives at your selected player's feet. This means that when the ball does get to him the player will stop and trap the ball. You then have about 1 second to turn the player to face in a different direction, using the direction controls, before releasing the button to pass the ball. Although you may not be able to see the player that you are passing to, the selected formation will give a good feel for where each of your players is.

This is a vital skill for you to learn if you are going to compete with the very best computer teams.

BACKHEEL

This option is only available on the Amiga versions. **Reversing the joystick** with the ball makes the player flick it behind him. This is a very difficult move to master since you are almost always looking ahead of the player. Try getting the hang of this move in NOVICE mode before using it in PRO mode.

OVERHEAD KICKS

This option is only available on the IBM PC versions. This is the most spectacular move of all. If the ball is above and behind your player then pressing **BUTTON 1** will perform a superb overhead scissors kick. This kick has a slight randomness about the direction that gives you an even better chance of scoring with it if you manage to use it in a good position.

If you do score with an overhead kick then you must do the following: put down your controls and run around the room for 5 seconds with your arms in the air shouting "Yeeaaaaahhhh".

If you are playing a 2 Player game, make sure that your opponent is a good sport or this move could result in a nasty injury. If he is a very good sport then replay the goal as many times as he will allow you without it endangering your life.

Enjoy yourself!

SPECIAL MOVES

These are activated by **BUTTON 2 (FIRE)** when SP flashes). There are 6 (9 on Amiga) special moves that you can select for your team. This move is available to all of your players but can only be used when the number is flashing above the player's head (SP symbol next to

the team name flashes). After you use the special move you will not be able to use it again for a short time. Each move has unique strengths which are outlined below:

POWER DRIVE

This is a very powerful shot with no swerve. It can be used to quickly get the ball upfield or to score some stunning goals.

Try a power drive from a 45 degree angle on the goal to try to catch the goalkeeper off guard. Also, make sure you follow up a power drive towards the goalkeeper as he may well not be able to hold onto it.

SNAP SHOT

This makes the player spin around and take a low hard shot at goal. It doesn't matter which way the player is facing when you press the button.

This move is very useful, especially for beginners, as it guarantees a shot on, or very near the goal.

BANANA SHOT

This is an extra swerving shot. It causes the ball to swerve automatically towards the corner of the net, no matter which way the player is facing up to a maximum of 90 degree swerve.

Banana Shots are great for swerving the ball in towards the net from a tight angle.

SUPER BARGE

This one is for those of you of a more violent nature. When Super Barge is activated the controlled player will flash for a short period during which he will knock over any player that he touches and they will stay lying down for a long time. The referee will not penalize this.

Be careful. It is quite possible to knock over your own players as well.

SPEED BURST

Using the Speed Burst will briefly give your player an extra turn of pace. Use this to burst through the defence in a spectacular fashion.

Make sure you are ready for your own sudden speed or you might end up zooming out of play!

SUPER DRIBBLE

This move will make the ball stick to the player's feet and for him to speed up for a short amount of time. This enables you to turn very quickly and run around players and goalkeepers alike.

This move can be very powerful when you are close to the goal.

NOTE: NOVICE MODE EFFECTIVELY MEANS THAT THE WHOLE TEAM IS PERMANENTLY IN SUPER DRIBBLE MODE AND SO THIS OPTION IS LESS IMPORTANT, BUT THE BURST OF SPEED CAN MAKE A DIFFERENCE.

FREE-KICKS

An ill-judged tackle will result in a free kick being awarded by the referee. A cross shows the direction for the intended kick. This direction can be changed by pressing **left and right**.

There are 3 different kinds of kick that can be used from a free kick:

NORMAL KICK

The normal kick button **BUTTON 1 (FIRE)** press and hold will produce a normal style of kick but the power is more controllable. It takes twice as long to get to maximum power from a free kick so that you can judge the strength more precisely. You can still swerve the ball.

PASS

If you press **BUTTON 2 (quick tap) (FIRE quick tap)**, the player will try to pass to the nearest player in the direction that he is facing. This is for the more subtle players who don't want to just kick it as hard as they can!

SPECIAL

The 3 kicking special moves (Banana Shot, Snap Shot & Power Drive) can also be used from free kicks with the **BUTTON 2 (long tap)** if they are available.

CORNERS

Corners are taken in the same way as free kicks which are detailed above. Take care with the strength of kick to try to deliver a good cross in to the penalty area.

THROW-INS

For the throw-ins you control the target player rather than the player with the ball to decide upon the angle that you throw the ball in. The target player will have his number highlighted above his head and you can move him around to try to get into a good position.

There are then 2 type of throws that you can do:

LONG THROW

Use **BUTTON 1 (FIRE press and hold)** to throw the ball as far as you can in the direction of the target player. This will be straight over the target player's head.

The opposing team controls one player to mark the target player.

THROW TO FEET

Use **BUTTON 2 (quick tap) (FIRE quick tap)** to try to throw the ball straight to the target player's feet.

PENALTIES

Penalties are handled in a completely different way to all of the other kicks.

When a penalty is awarded, a picture of a goal appears with 2 arrows which move left and right, and up and down. The left/right arrow indicates the direction of the kick, and the up/down arrow shows the height. The player taking the penalty must press **BUTTON 1 (FIRE)** when the arrows are in the position that he wants. This is purely a question of timing.

The player controlling the goalkeeper can choose to shuffle left or right or dive to the left or to the right. He can also jump up to save the ball. Here are the controls;

Shuffle Left	Left tap (Left+Fire)
Shuffle Right	Right tap (Right+Fire)
Dive Left	Left and hold (Left)
Dive Right	Right and hold (Right)
Jump	Don't press any controls

GOAL-KEEPERS

Goalkeepers are generally controlled by the computer and will do their best to stop any shots that come their way. The skill of the goalkeeper is dependent on the skill of the team that is playing. A goalkeeper in a low skill team may well let in some rather "soft" goals.

There are times when the goalkeeper comes under the player's control directly. These are:

KICKING FROM HANDS

If the goalkeeper catches the ball, he will then have to either kick or roll the ball out. Note

that if the ball is passed to him by one of his own players then he will NOT pick the ball up but will dribble with it. In this way you can move the goalkeeper right outside his area and even score! On the Amiga version the keeper cannot come out of his area.

With the ball in his hands, the goalkeeper may take 4 steps within the penalty area and then must either kick or roll the ball. Press **BUTTON 1 (FIRE)** press and hold) to kick the ball away downfield or use **BUTTON 2** (quick tap) (**FIRE** quick tap) to roll the ball out to the nearest player in the direction that the goalkeeper is facing.

GOAL-KICKS

Goal-kicks are treated in the same way as other set-pieces like free kicks (see above).

PENALTIES

Penalties are a special case and are described above.

IN-GAME FEATURES

At any point in the game the match can be paused by either player and some options become available. If either player presses **ESCAPE (P)** then the game will be paused. Pressing **ESCAPE (P)** again will unpause the game.

While the game is paused, some in-game features can be selected. Each of these features is selected in the normal way using the direction controls and **BUTTON 1 (FIRE)**.

REPLAYS

You can show a replay of the previous 10 seconds of play at any time. Once selected you can also control the replay using 4 video style controls which are overlaid on the bottom right of the screen. These correspond to the 4 controls below:

	<u>IBM PC</u>
Play	Right
Rewind	Left
Pause	Up
Step Back	-
Step Forward -	
Single Step	Down

Don't replay your best goals too many times if you want to stay friends with your opponent.

FORMATION

You can change your formation at any time in the game. Simply use **left and right** to select your new formation and then select **PLAY** (press **FIRE**) to return to the options.

SUBSTITUTIONS

You may substitute 2 of your players in the course of a match. The new player is picked automatically for you. It is a good idea to substitute towards the end of a match when some of your players may be getting tired, or if they have been booked to avoid them being sent off. You can tell which players have been booked by the small yellow dot next to the number.

RESTART

This will restart the current match. Make sure this is what you want to do before selecting this option.

3-0
0-2
4-1
2-1
1-3

1

Championship MANAGERTM 94



IBM PC & Compatibles

Insert your game disk into your floppy drive, i.e. A:. At the prompt type CM93, you will then be presented with an install menu. You will then be required to answer some questions with regard to your system specification. Once the game has finished installing you will need to go to your hard drive, i.e. C:. At the prompt type CM. The game will then load.

When you have finished playing ALWAYS save your game and exit using the 'Quit' option.

Available Ram

To find out how much memory you have available, run CHKDSK or MEM, two DOS programs designed for this purpose. If you use CHKDSK, look at the last line of the information presented. If you use MEM, look for the line describing the largest executable program size. This tells you how much RAM memory is free. For example, CHKDSK might tell you that your 640K system has 519490 bytes free.

RESULTS

1-0
3-1
1-5
0-0
2-2

2

You must have 560K free to play the game with sound (that's 570368 bytes). If CHKDSK tells you that you have 519490, for example, you don't have enough free memory and the game will not run.

Freeing RAM

If you don't have enough memory to run Championship Manager, you may want to remove memory-resident programs that are unnecessary for system usage from your AUTOEXEC.BAT and CONFIG.SYS start-up files.

You can view these files by using the DOS TYPE command. (Enter "TYPE AUTOEXEC.BAT" at your DOS prompt to view your AUTOEXEC.BAT file.)

To edit your AUTOEXEC.BAT or CONFIG.SYS files, use any commercial text editor or word processor capable of saving files as "text only". Either EDIT, the text editor included with DOS 5.0, or EDLIN, the text editor included with earlier versions of DOS, will do the job. Consult your DOS manual for information about modifying files with EDIT or EDLIN.

Do not delete your AUTOEXEC. BAT or CONFIG.SYS files completely – without them, your computer will not function.

Expanded Memory

Memory beyond 640K can be allocated as expanded memory. Expanded memory is not the same as extended memory – if your computer has extended memory, reconfigure it as expanded memory.

To access expanded memory on 386 systems, you must use an expanded memory manager program. Two of the most common ones are Quarterdeck's QEMM.SYS, and EMM386.SYS (which comes with Microsoft Windows and DOS 5.0) but there are others. These memory managers are installed by adding a line to the CONFIG.SYS file on your computer.

The Microsoft memory manager allocates only 256K of expanded memory unless you specify a greater amount. Consult your documentation and allocate at least 480K of expanded memory – 500K to 1 megabyte is even better. (Note that you must have 480K of available expanded memory. Memory resident software can use up some of the available memory.)

In addition, you must have HIMEM installed to use the Windows memory manager. Your CONFIG.SYS file should include the following lines in this order:

DEVICE=<PATH>\HIMEM.SYS

DEVICE=<PATH>\EMM386.SYS 480

"<PATH>" is the directory in which these files are found (usually C:\WINDOWS, if you use Windows or C:\DOS, if you use DOS 5.0).

RESULTS

0-0
2-1
3-3
1-2
6-3

The number 480 indicates the amount of memory you want to access as expanded memory. You should allocate more, if you can.

Consult your hardware dealer or your expanded memory manager's documentation for more information about configuring expanded memory and determining how much expanded memory is available.

If you wish to start your own season please note that this will overwrite the quickstart game.

Printer Option

If you have a printer connected click on, "Printer On", if not click on 'Printer Off'. It is possible to print out most screens by pressing 'P' on the screen you wish to print out.

New Game, Continue Season or Quick Start

NEW GAME

If you want to start a new game click on this icon. If you'd like to play using real player names and data, click onto '1993 Players'. If you want to manage using computer-generated players' names and data, click onto 'Generate Players'.

It is possible to play using a maximum of 4 players. Select the number of players that wish to participate and then select the teams that you want to manage and input your names and select your personalities (be honest!).

The computer will then generate your game data. This procedure takes approximately 30 minutes for the Amiga and Atari ST and varies for the PC depending on the speed of your machine.

QUICK START

If you have read the 'New Game' information and are eager to play without a 30 minute wait, this is the option for you. It will allow you to play a previously generated game (with real player names and data), with a Club that has already been chosen. If you do not want to manage this Club, it is possible once in the game to resign and add yourself in as a new player, with the Club of your choice. (See 'Manager/Jobs' and 'Board/Resign'.)

CONTINUE SEASON

If you wish to load a previously saved game select this option, and your game will load.

RESULTS

1-1
2-1
2-3
2-4
1-0

4

Week 15 Season 5

SATURDAY
FIXTURES

VIEW
TABLES

FIXTURE
INFO

CLUB
DETAILS

MATCH
REPORTS

FIND
PLAYER

BOARD
RESIGN

MANAGER
JOBS

NATIONAL
SQUADS

NEW
PICTURE

SAVE
GAME

THE MAIN MENU

The Main Menu

The following options are available from the main menu screen.

(i) Continue Season

Proceeds to the next set of fixtures.

(ii) View Tables

A variety of club/player tables to look at.

Notes:-

- In the case of the league division tables click on or to change division.
- When viewing the manager rankings table, click on or to display a different portion of the table.
- When viewing the group tables, click on or to show other tables.
- Click on PRT from the league table to print out the league table being displayed (if printer option was selected - see "Starting Up").
- Click on a player's name to reveal his factfile (see "The Player Factfile").
- Click on a team name to call up the squad details screen (see "Squad Details")

RESULTS

2-0
0-3
1-0
1-1
2-3

(iii) Fixture Info

Gives information about past results and forthcoming fixtures and allows you to view past winners of all competitions.

You can also see which teams have been seeded in Europe.

(iv) Club Details

Allows access to any of the 80 clubs' squad details screen (see "Squad Details").

(v) Arrange Friendly

Click on "Arrange Friendly" icon from Main Menu. Highlight which week you'd like to arrange a match for by clicking on the week number. Click on "Select Opponents" and then select the team you wish to play (teams of the same division are less likely to accept your offer). They will then inform you whether or not they accept. You must then choose a venue. If you wish to change the venue, click on "Select Venue" and rearrange it. You can cancel a fixture by clicking on "Cancel Fixture". Your opponent's details can also be viewed here by clicking on "Opponent's Details".

(vi) Match Reports

Check out the match statistics for recent matches in each competition (see "The Match")

(vii) Find Player

Gives facility to help find a player to buy, (see "Transfers")

(viii) Board/Resign

Find out the board's level of confidence in you, and resign if you cannot take the pressure.

(ix) Manager Jobs

Allows you to add another player to the game, and to see which managers are facing the axe. You can also see which management jobs are currently available and view your management history.

(x) National Squads

Displays the latest England, Scottish, Wales, Ireland and Northern Ireland senior and under-21 squads.

(xi) Change Picture

Choose a new background picture or change the colour and brightness of the present one. (This option is not available on Atari ST.)

RESULTS

2-1
3-0
7-1
3-2
4-1

(xii) Save Game

Saves the current state of play to disk.

THE SQUAD DETAILS SCREEN

Non Utd Squad						
Trns	Stat	League	Pos	Age	Info	
		BLACKMORE C			ROBERTSON D	
					FRANKS P	
TJ		CANTONA E			WILSON D	
					SHAW L	
		L FERGUSON D			L WALSH D	
		GUNN D				
		INCE P				
		KANCHELSKIS A				
GOAL		DISP		AV R	M/O/M	TEAM
DONE						

The squad details screen and the options available from it give detailed information about each club - ranging from ten year history to its current playing staff.

Squad Details

(i) The Squad List

The following abbreviations can appear to the far left and right of each player name:

- IJ Currently injured
- SU Currently suspended
- U Unhappy
- L Transfer listed by club or available for loan
- R Transfer listed by request
- C Out of contract
- 1-GK Picked for matchday squad

RESULTS

- 1-0
- 1-2
- 3-0
- 2-0
- 3-1

To the immediate right of each name are letters indicating the players' position (s):

☐ G	Goalkeeper
☐ D	Can play in defence
☐ M	Can play in midfield
☐ A	Can play in attack
☐ R	Can play on right
☐ L	Can play on left
☐ C	Can play in centre

Clicking on a player's name will call up his factfile screen (see "The Factfile").

JOHN BARNES

STA BUY ADD HST

AGE	29 YEARS	CHARACTER	THOUGHTFUL
CLUB	LIVERPOOL	PASSING	20
COUNTRY	ENGLAND	TACKLING	5
CONTRACT	EXP 13/3	PACE	12
WAGES	5450 P/W	HEADING	12
STATUS/VAL	2500000	FLAIR	20
INSURANCE	600 P/W	CREATIVITY	20
POSITION	MID ATT	STAMINA	18
SIDE	L	INFLUENCE	16

AVAILABILITY

100% MATCH FIT - SHIRT NO.11

THIS SEASON				LAST SEASON	
APPS	10	AV R	4.90	APPS	12
GOALS	1	MIN R	5	GOALS	1
DISP	10	MAX R	8	DISP	0
M/O/M	3	INTS	0	AV R	7.08
				MIN R	7
				MAX R	9

MORALE

OK

FUTURE

HE IS HAPPY TO STAY AT THE CLUB

Player names displayed in cyan indicate players who were promoted to the squad at the start of the season from the youth team.

Player Factfile

(ii) Options

The following options are available:

☐ TRNS Displays a list of recently bought/sold or loaned players for the current season.

☐ STAFF Details of your backroom staff and also gives the facility to dismiss someone (see "Backroom Staff").

RESULTS

2-3
4-1
2-1
2-0
1-0

Arsenal Accounts

ITEM

GATE RECEIPTS
SPONSOR PAYMENT
PLAYERS SOLD
INTEREST
TELEVISION NETS
CASH PRIZES
OTHER GAINS
STAFF WAGES
RATES AND TAXES
PLAYERS BOUGHT
INTEREST ON OVERDRAFT
GROUND MAINTENANCE
LEAGUE FINES
GENERAL EXPENSES
TOTALS

INCOME

+285018
+25000
+0
+1900
+30000
+0
+10323

-85020
-20000
-0
-0
-0000
-0
-20120

+352241

SPENDING

OVERDRAFT & OTHER DEBIT

3939526 AVAILABLE (+138053)

CLICK MOUSE

Account Details

Everton Info

PARTIAL RECS

GENERAL

MANAGER KENDALL
BOARD 68%
CAPACITY 39000 (37)
CASH UNKNOWN
INTS 2
U-21S 2

CUP ROUND

THE FA CUP
DRAW NOT MADE
THE COCA-COLA CUP
2ND ROUND

OPP	POS	PLD	WON	DRN	LST	FOR	AGG	PTS
PRM	1ST	9	7	0	2	14	6	21

THIS SEASON

AVERAGE ATTENDANCE 38784
TOP GOALSCORER T.COTTEE - 4
BEST AVERAGE RATING P.BEARDSLEY - 8.00
WORST DISCIPLINE M.JACKSON - 5

DONE

Information Screen

RESULTS

2-1
1-3
3-2
4-2
2-0

- LEAG** A chart showing the club's league position after each league game played.
- FIXL** Displays the club's fixture list. The next fixture to be played is highlighted in green.

Clicking on a past opponent's name will call up the match stats screen for the game (see "Match Statistics").

Tottenham Staff

MANAGER DOUG LIVERMORE AGE 43 YRS CHARACTER THOUGHTFUL REPUTATION V GOOD BOARD 76% LEAGUE SCOUTS GEOFF HADDOCK AGE 45 YRS CHARACTER THOUGHTFUL ABILITY FAIR WALTER RAVEN AGE 45 YRS CHARACTER PASSIVE ABILITY FAIR LENNY HIBBITT AGE 45 YRS CHARACTER RESPONSIBLE ABILITY V GOOD	TEAM COACH RAY CLEMENCE AGE 46 YRS CHARACTER PASSIVE ABILITY V GOOD CLUB PHYSIO NAME JAMES HARRIS AGE 50 YRS CHARACTER CONFIDENT ABILITY GOOD YOUTH SCOUT NAME AGE 35 YRS CHARACTER PASSIVE ABILITY V GOOD
--	--

DONE

- ACCS** A run-down of the club's income and expenditure over the last week. Computer-controlled clubs are unlikely to allow you access to this confidential information. *Staff Details*
- RSRV** Displays Reserve Team and allows selection (see "Teams & Tactics").
- INFO** Leads to a general information screen. From here you can click on:

- PRINT** to print out your squad and the current season's transfers and results.
- HIST** to display the club's achievements over the last ten years.
- RECS** to display club records (eg biggest win)

- RESULTS**
- AVR** A table showing the season's average match ratings for each player.
- DSP** A table showing the season's disciplinary points accumulated by each player.
- GLS** Goals scored by each player this season.

3-0
0-2
2-1
4-1
3-1

Man City History

LEAGUE, FA CUP AND LEAGUE CUP

YEAR	DIV	POS	W	D	L	F	A	PTS	FA CUP	LG CUP
1992	PRM	6	16	8	14	40	39	55	FINAL	2ND
1993	PRM	1	20	11	7	52	25	71	3RD	FINAL
1994	PRM	5	14	15	9	38	32	57	3RD	3RD
1995	PRM	5	17	11	10	49	38	62	Q.FIN	SEMI

EUROPEAN AND OTHER CUPS

YEAR	ACHIEVEMENT	YEAR	ACHIEVEMENT
1992			
1993			
1994	EURO CUP 1ST RND		
1995	UEFA CUP PRELIMS		

Club History

Norwich Club Records

CLUB RECORDS

ACHIEVEMENT	RECORD	YEAR
BEST LEAGUE PLACING		
BIGGEST VICTORY	5-1 V BURNHAM	1992
HEAVIEST DEFEAT	1-3 V LIVERPOOL	1992
HIGHEST ATTENDANCE	18,000 V BURNHAM	1992
LOWEST ATTENDANCE	18371 V MAN CITY	1992

TRANSFER RECORDS

RECORD FEE PAID	RECORD FEE RECOUPED
750000 FOR E.MCGOLDRICK	1200000 FOR B.GUNN
FROM C.PALACE 1992	TO MAN UTD 1992

PLAYER RECORDS

ACHIEVEMENT	RECORD	YEAR
GOALS IN A SEASON		
AV RT IN A SEASON		
GOALS IN A MATCH	M.ROBINS - 1	1992

DONE

Club Records

RESULTS

2-1
3-0
4-1
0-2
1-3

PEN Allows you to select your penalty takers, click on player's name and then move up until he is in position.

If the club is computer-controlled, one more option is available:

For human-controlled clubs there are a number of other options:

PRV Calls up last match stats screen (see "Match Statistics")

TCT	Calls up the tactics editor (see "Team & Tactics")
------------	--

OPP If you are about to play a match, this option will call up your opponents' squad screen from which you can view their team etc.

DEFS Displays a table showing the players in the squad who can play in defence, together with their strengths and weaknesses, and current season's average match rating. The list is shown in order of last season's average match ratings.

MIDS As above but for the midfielders.

ATTS As above but for the attackers.

02

CLR	etc	These icons are associated with team selection and are described under "Team and Tactics".
SWP		

For clubs without a manager:

APPL Allows you to apply for the manager job and /or see who else is being considered for the job.

Arsenal Squad

Trns Staf Leag Fixt Accs Info Rsrv

DEFENDERS														
A. LINIQUHAN	06	15	11	16	03	05	10	10	C	100				
N. HENDERSON	07	15	15	12	07	06	10	09	L	100	6.0			
M. KEOWN	03	20	20	18	02	04	20	18	C	099	6.0			
T. ADAMS	08	16	13	20	05	06	16	16	C	095	7.0			
L. DIXON	05	16	16	14	03	05	09	13	R	100				
T. MORROW	11	16	14	16	05	06	04	07	L	100				
S. BOULD	09	17	12	19	06	09	12	13	C	100	6.0			
D. OZBERRY	10	19	12	15	06	06	13	17	RC	098	6.0			
P. LYDERSON	10	16	16	14	09	06	04	04	RC	079				
C. PATES	12	16	09	17	07	07	13	14	C	100				

01 02 03 04 05 06 07 08 09 10 11 12 14 GK SHP
GLS DSP AVR MOM PEN PRV TCT OPP

DONE

SQDL

MIDS

ATTS

Defence

12

RESULTS

0-2
2-1
1-3
4-1
3-0

1. Team Selection

To select a player

- (i) Click on the shirt number
- (ii) Click on the name of the player who is to wear that shirt.

To swap two players' shirts

- (i) Click on the first shirt number
- (ii) Click on
- (iii) Click on the second shirt number

To select a reserve player

- (i) Click on
- (ii) Click on the shirt number
- (iii) Click on the name of the player who is to wear the shirt.

2. Tactics/Style of Play

Click on from the squad details screen to display the tactics editor screen.

The diagram assumes play goes from bottom to top right (eg. leftback is positioned at the bottom left).

To allocate a shirt to a position

- (i) Click on the shirt number
- (ii) Click on the position icons (eg. for right-back click on and on)

Note: You cannot have more than a certain number of shirts allocated to a given position. If you try to allocate a shirt to a position you will not be able to exit this screen.

To avoid this, use the facility to swap positions around to achieve the desired formation.

To swap the positions of two shirts

- (i) Click on the first shirt number
- (ii) Click on
- (iii) Click on the second shirt number.

To select the captain

- (i) Click on the shirt number of the player who is to be captain.
- (ii) Click on

RESULTS

1-4
0-2
2-1
3-0
3-1

14

To use predefined tactics

There are a number of predefined tactics available.

- (i) Click on **NEW FORMATION**
- (ii) Choose the new tactics from the sub-menu which appears.

To change style of play

- (i) Click on **STYLE**

Styles of Play

The manager's choice of style of play is a key part of the team he is trying to build. Different styles of play test different attributes, e.g. a striker playing under a long ball style needs good heading ability: playing a small striker in such a team will not fulfil his potential.

There are some skills that are needed regardless of the style of play: Defenders and Midfielders need to tackle well, and a certain level of passing is needed by all the members of the team. Heading is always important for central defender sweepers, and some degree of flair and creativity is required by any wide men.

The Anchor Man

The anchor man effectively carries out a sweeper's role but in front of the defence, he helps take pressure off the defence and also provides a vital link between defence and midfield. The anchor man needs all of the qualities of a sweeper but passing is more important as he will often instigate attacks from the back.

The Support Man

As his name suggests, the support man supports the attack by providing them with through balls. He should be creative as part of his job is to create chances for the front men. Since he also helps out in midfield, some midfield-type qualities are useful (tackling, passing, etc.).

Long Ball Style

Passing abilities are important for teams playing the long ball style. Defenders aim for areas of the pitch rather than individual players, e.g. the penalty area or flanks. The front men then need the ability to win these high balls, or the pace to run onto them. This style of football has received a great deal of criticism because it is not appealing to watch, but no-one can deny its effectiveness within the English game. Example in today's game: Sheffield United/Wimbledon.

Direct Ball Style

This differs from the long ball style in that the ball is played long but more accurately to players. Often there is a target man who is constantly aimed for. Passing is more important throughout the team, this is essentially a

RESULTS

3-0
4-1
2-0
1-3
2-1

more refined version of the long ball style. Example in today's game: Leeds United.

Ground Passing Style

This style involves the ball being played to feet with clever 1, 2's and flicks used to create openings. Players therefore need technical ability (e.g. flair, creativity and passing), especially midfielders and attackers. Example in today's game: Norwich.

Counter Attack Style

Playing 'on the break' relies on the speed and quick thinking of players to convert a defensive situation into an attacking one. Pace is therefore vital throughout the team as all players will try to get forward to support the cause. Since the counter attack relies on quick, accurate passes, passing and creativity are important, if the attack is to be incisive. Example in today's game: Nottingham Forest.

Continental Style

This method involves patiently building an attack and waiting for the right moment to strike the killer blow. All players are likely to get forward at some point (with the exception of the sweeper), so flair and creativity are a must for the whole team. This is the most skillful and enjoyable-to-watch type of football. Example in today's game: Manchester United/AC Milan.

It is the manager's job to bring the best out of his players. Playing Peter Beardsley as a target for high balls will not bring the best out of him.

(ii) Choose the new style from the sub-menu which appears.

To push a player forward

(i) Click on the shirt number of the player to be pushed forward.

(ii) Click on the **FORW** box.

An up-facing arrow appears on the diagram.

Note:- You can't push your sweeper, goalkeeper, support man or anchor man forward.

To pull a player back

(i) Click on the shirt number of the player to be pulled back.

(ii) Click on the **BACK** box.

A down-facing arrow appears on the diagram.

Note:- You can't pull your sweeper, goalkeeper, support man or anchor man back.

To stop a player pushing forward/pulling back

(i) Click on the shirt number of the player

(ii) Click on the **NORM** box.

RESULTS

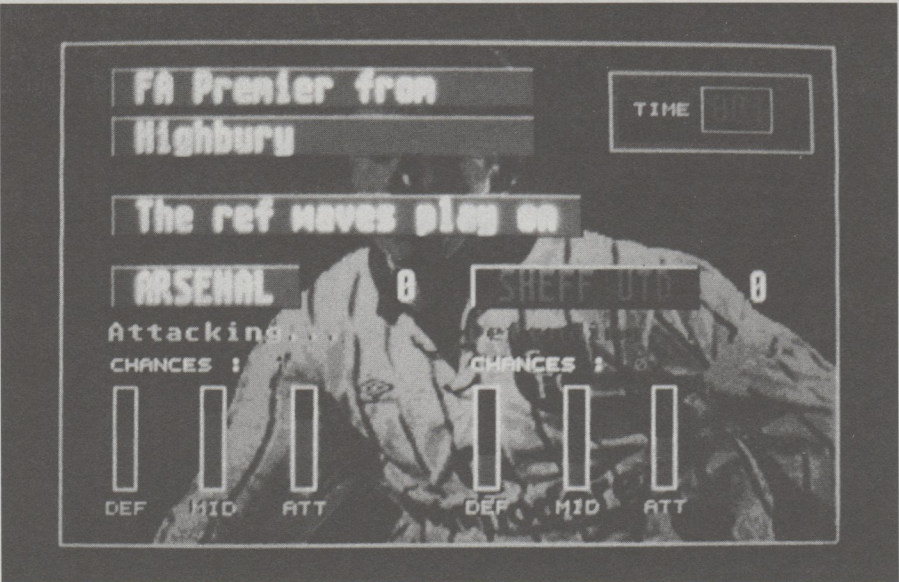
2-0
0-3
2-1
3-1
4-1

Notes:- Pushing a player forward means he will spend more time in a more forward position and less in a defensive position.
A similar system applies to pulling players back.

THE MATCH

The match screen gives the following information; the competition, venue, time elapsed, the score, the performance of the defence, midfield and attack (as small bar charts) goal attempts by each team and an indicator as to which team is currently on the attack.

Any important incidents during the game are displayed (goals, penalties, bad fouls, bookings, sendings off etc).



Match Display

TO MAKE A SUBSTITUTION/TACTICAL MOVE

In the case of two human-controlled clubs playing, click the left mouse button or hold down "H" for a home substitution/tactical move or click the right mouse button or hold down "A" for an away substitution/tactical move.

In the case of one human-controlled club playing against a computer team, click any mouse button for a substitution/tactical move.

RESULTS

- 3-0
- 2-1
- 1-3
- 3-2
- 1-0

A menu then appears letting you make a tactical move/substitution, see your opponents team or view the match stats screen (see "The Match Statistics Screen").

1. To make a substitution

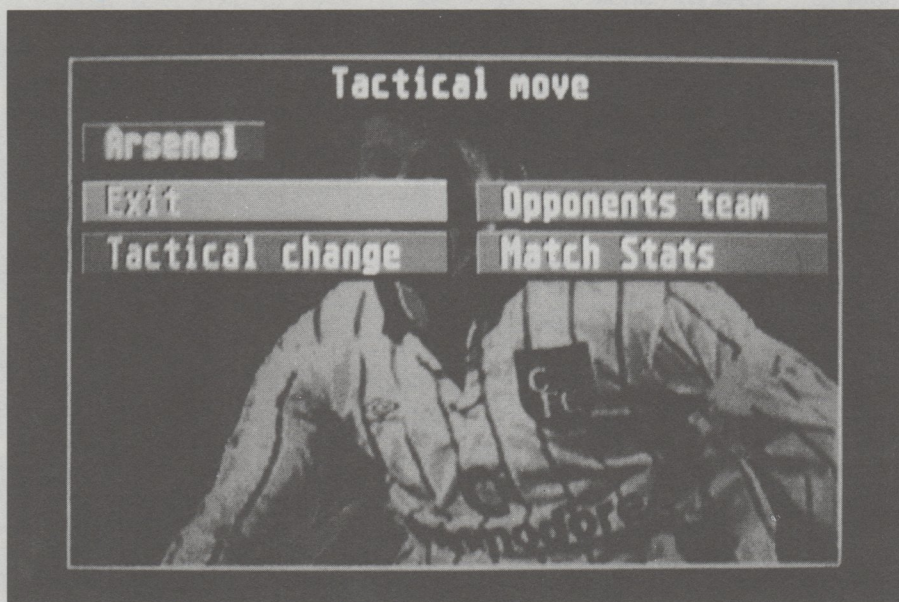
Select "Tactical Move" the tactics editor is then displayed.

(i) Click on the shirt number of the player to be removed.

(ii) Click on **SWAP WITH**.

(iii) Click on the shirt number of the player to come on 12,14 or GK (GK Premier League or European Competitions only).

The diagram confirms the substitution.



2. To make a tactical move

Substitution Options

Select "Tactical Move".

The tactics editor screen is then displayed.

Adjust your tactics as described in the section "Team and Tactics".

To speed up the match

Use this option when you are 6-0 down with twenty minutes still to go.

Hold down the spacebar and the minutes will go by quicker.

RESULTS

1-3
0-3
3-2
3-3
1-0

18

THE MATCH STATISTICS SCREEN

The match statistics screen gives you information about the team's performance and also tells you how well individual players played. Each player is given a match rating from 1-10. These are shown to the right of each player's name.

Additionally, the following abbreviations may appear to the immediate right of each player's name:

- IJ Player went off injured
- C The captain
- SO Player was sent off
- BK Player was booked

Match Statistics					
MAN CITY		1	TOTTENHAM	0	
HT 0-0					
01	T.COTON	7	01	E.THORSTVEDT C	6
02	I.BRIGHTWELL	4	02	D.AUSTIN	7
03	P.LAKE	8	03	A.WRIGHT	7
04	B.LAW	8	04	N.RUDDOCK	6
05	D.BRIGHTWELL	7	05	S.REDMOND	7
06	T.FLEMING	7	06	N.MOHAN	6
07	S.THOMAS	7	07	S.HOUGHTON	7
08	S.HAYWARD	9 1	08	S.SEDGLEY	5
09	M.SHERON	8	09	N.BARMBY	7
10	M.NEWELL	7	10	T.SHERINGHAM	7
11	J.GANNON	7	11	A.NAYIM	6
12	F.SIMPSON	8	12	R.NOGAN	-
13	G.FLITCROFT	-	13	D.HOWELLS	-
GK	A.DIBBLE	-	GK	T.WALKER	-
DEFENCE	-	75%	DEFENCE	-	59%
MIDFIELD	-	56%	MIDFIELD	-	44%
ATTACK	-	41%	ATTACK	-	25%
ATTEMPTS	-	11	ATTEMPTS	-	5
ATTENDANCE	-	37930			

There may also be a small number displayed to the right of a player's rating. *In-game Statistics*

eg T. COTTEE IJ 10₃

This indicates the number of goals the player has scored.

In the above example, a T. COTTEE played brilliantly (rating of 10) scored a hatrick, but was taken off injured.

RESULTS

3-0
1-3
4-0
3-2
1-0

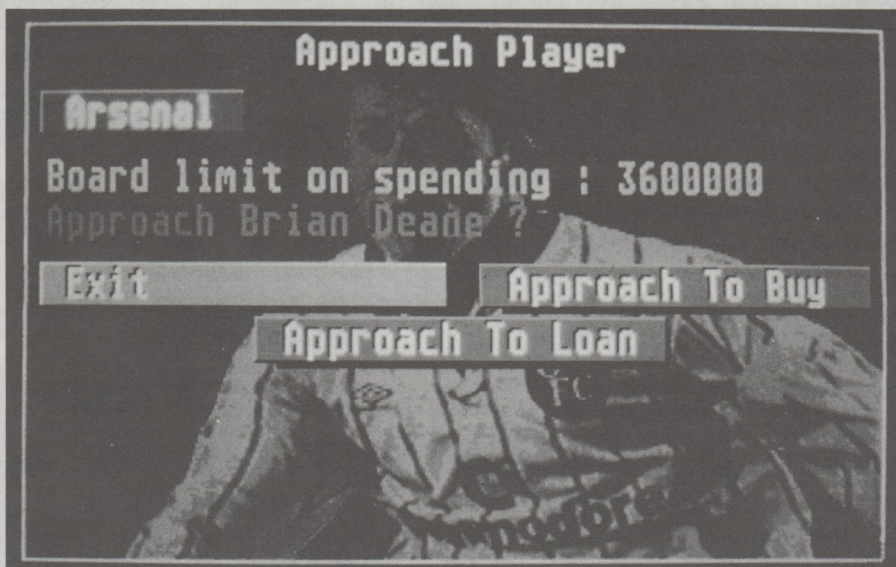
Below the player ratings are percentages indicating the domination of the defence, midfield and attack, and the number of goal attempts each team made.

Use these to judge the overall team performance.

The attendance is displayed at the bottom.

Finally the player who is highlighted has been voted Man of the Match.

BUYING PLAYERS



There are six main areas here, the normal search, the scout search, foreign players, transfer news, the transfer list, the shortlist, buying a player and scout report.

Buying Player Options

(i) The Player Search

The player search facility is designed to help you find players to buy.

It is called up by selecting "Find Player" from the main menu (see "The Main Menu"), and then clicking on "Normal Search".

You will be presented with a series of menus asking you to specify the required position(s), attribute(s), value range(s), search division(s), and age range(s).

For a scout to perform a player search you must click on "Scout Search". You will be asked to select a scout to perform the search. You will be

RESULTS

3-1
5-1
6-2
3-3
1-0

presented with a series of menus asking you to specify the required positions(s), attribute(s), value range(s), search division(s), and age range(s). A list will be displayed. Click on a player name to display his factfile (see "The Player Factfile") click on **- SCR** or **+ SCR** to show more of the list, and click on **RECS** repeatedly to see if any of your scouts recommend any of the players displayed (see "Backroom Staff").

Foreign Players

Allows you to view a pool of players from various countries who are interested in playing in England. To buy the players fact file click on **BUY**. His fee is negotiated by your overseas agent, all that's left for you to do is to agree a contract.

Scouts

There are two ways to allocate scouts. The first is to allocate a scout to a player who is already shortlisted. View your shortlist, click on **WCH** and select a player, then choose a scout to watch him.

The second method is to view a player's factfile, click on **ADD** and select Shortlist & Watch. This will shortlist the player and allow you to allocate a scout.

To read a report, click on "Scouts", highlight the scout whose report you wish to read, and click on **LAST REPORT**. His report will display all relevant information.

Short List							WCH	REC
ARSENAL								
NAME	POS	CLUB	AP	GL	AV	R	VALUE	
DURRANT	M	SCOTLAND	23	3	6.74		2000000	
MATELEY	A	SCOTLAND	37	25	6.84		750000	
ROBERTSON	A	SCOTLAND	52	17	6.96		750000	
COLE	A	NEWCASTLE	20	10	6.65		400000	
GIGGS	MA	MAN UTD	50	5	7.28		3000000	
KEANE	M	N.FOREST	50	10	7.04		3500000	
BATTY	M	LEEDS	40	2	7.20		1500000	
RYECREST	M	LEEDS	50	4	7.02		1300000	
SPEED	M	LEEDS	52	8	7.35		4000000	
CHILL	M	ESTONIA	18	7	7.44		2000000	
MARSH	MA	LIVERPOOL	34	0	7.29		1000000	
FERGUSON	M	DERBY	52	6	7.13		750000	
FERDINAND	A	Q.P.R.	34	15	7.82		1500000	
DEANE	A	SHEFF UTD	41	19	7.44		2000000	
DEL			EXIT					

Shortlist

RESULTS

- 1-0
- 2-1
- 3-2
- 4-1
- 3-0

(ii) The Shortlist

The shortlist is a list of possible buys drawn up by the manager.

To view your shortlist, click on "Find Player" from the main menu (see "The Main Menu") and then on "Shortlist".

Click on a player name to display his factfile (see 'The Player Factfile'), click on **RECS** repeatedly to see if any of your scouts recommend any of the players on your short list.

WCH See "Buying" and "Scouts".

To shortlist a player, call up his factfile (see 'The Player Factfile') and click on **ADD**.

To remove a player from you shortlist, call up your shortlist, click on **DEL**, and then click on the name of the player you want to remove.

(iii) The Transfer List

The transfer list is a list of players who are for sale or available for loan.

Call it up by selecting "Find Player" from the main menu (see "The Main Menu") and then clicking on "Transfer List".

The list will be displayed. Click on a player name to display his factfile (see "The Player Factfile"). Click on **- SCR** or **+ SCR** to show more of the list, and click on **RECS** repeatedly to see if any of your scouts recommend any of the players displayed (see "Backroom Staff").

Transfer List							3/3
ARSENAL							REC
NAME	POS	CLUB	AP	GL	AV	R	VALUE
NICOL	DEF	COVENTRY	37	1	6.19		30000
TANZER	DEF	LIVERPOOL	20	1	6.50		100000
MCALLISTER	DEF	SWINDON	58	0	6.16		400000
NICKS	DEF	NORWICH	39	1	5.72		500000
NEWHOUSE	DEF	SUNDERLAND	50	2	6.66		350000
INSWORTH	DEF	OLDHAM	58	2	6.86		800000
BEAGRIE	DEF	EVERTON	44	2	6.02		150000
EVYNSON	DEF	NORWICH	0	0	----		10000
BRADSHAW	DEF	SHEFF UTD	47	6	6.49		600000
DRANE	DEF	SHEFF UTD	49	16	6.37		800000
LOUGHLAN	DEF	N.FOREST	24	3	6.38		500000
OLNEY	DEF	OLDHAM	56	8	6.80		700000
KEEN	DEF	WEST HAM	58	4	6.34		350000
HARBOLD	DEF	MANSFIELD	0	0	----		10000
MONCUR	DEF	SWINDON	55	3	6.22		250000
-SCR			EXIT			+SCR	

RESULTS

0-1
3-2
4-2
2-1
3-0

The Transfer List

John Jensen - Asking Price

SET ASKING PRICE

JENSEN IS VALUED AT 1000000

JENSEN
FACTFILE

ARSENAL ASK

- 1000K +

DONE

Player Approach

(iv) Buying a Player

To buy a player you must have his factfile screen displayed.

1. Approaching

Click on **BUY** to approach The Player. You will then be informed how much money you have available and asked to confirm whether you want to approach to buy or to loan.

The club then decides if it is willing to release him, and if it is, the player decides if he wants to join you.

If the player is at a human-controlled club, a menu will appear allowing you to accept or refuse the approach.

You cannot refuse an approach to a player who is out of contract.

2. Other Bidders

Any other clubs who have the player on their shortlist are given the chance to join in the bidding. In the case of human-controlled clubs, a menu will appear giving you the chance to approach the player.

If he is interested, then you will be able to bid for the player.

RESULTS

2-3

1-2

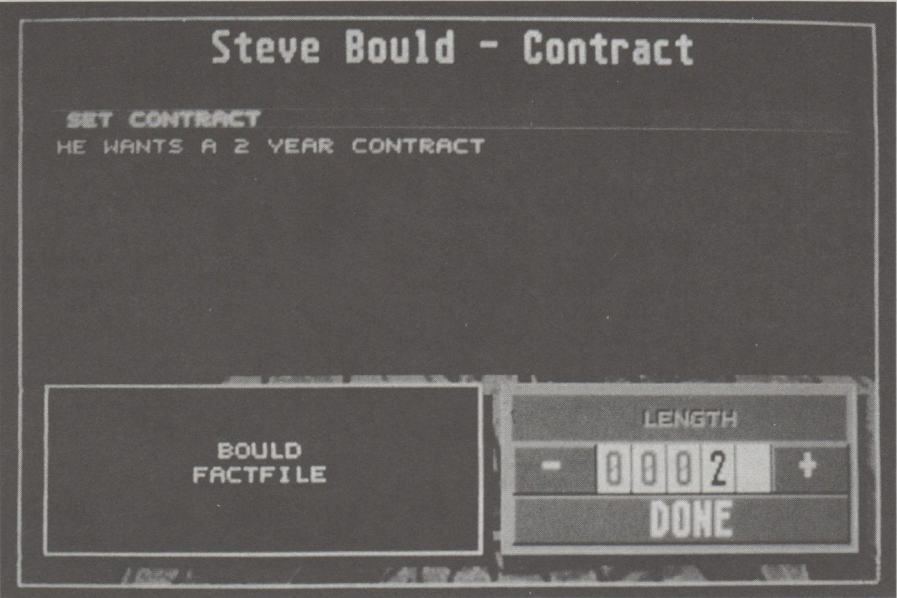
1-0

2-4

0-3

3. Negotiating the Fee

Assuming the player is not on a free transfer, the clubs then agree a fee for the player.



Player Negotiation

Firstly, each of the bidding clubs makes an offer (see "The Negotiations Screen").

Secondly, the selling club sets the asking price (see "The Negotiations Screen").

This process is repeated until:

- (i) A fee is agreed.
 - or (ii) No agreement is reached after several rounds of negotiations.
- If no fee has been agreed and the player is out of contract, the independent tribunal set the fee.

4. Negotiating the Contract

Once the fee has been agreed, the player and new club must negotiate a contract.

The contract length and weekly wage are negotiated (see "The Negotiations Screen").

If both are agreed, the player joins the club.

RESULTS

4-0
3-1
2-3
4-2
4-3

The Negotiations Screen

The negotiations screen is used for setting player asking prices, making offers and negotiating a player's contract.

You can click on:

- To decrease the activated digit by one
- +

To increase the activated digit by one
- A DIGIT

To activate that digit.
- FACTFILE

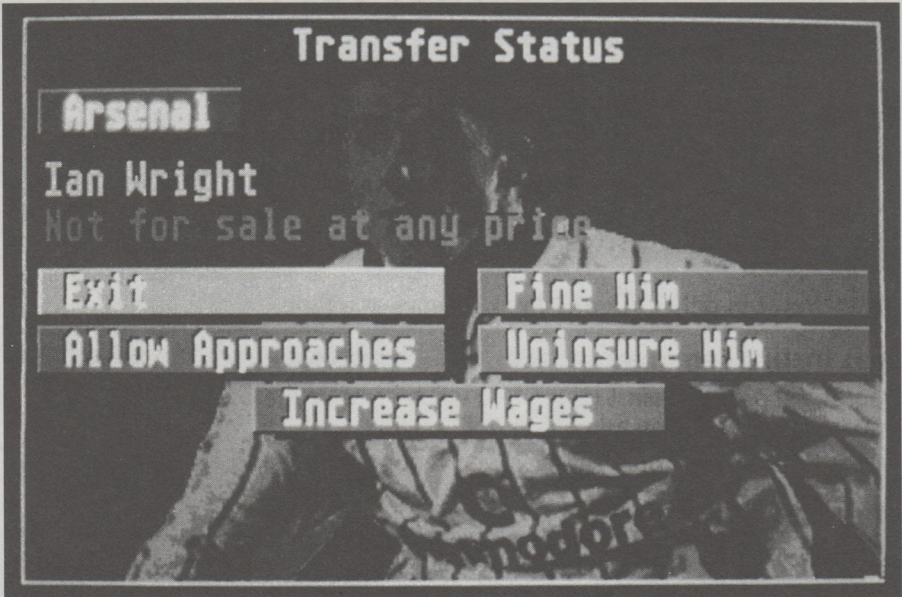
To display the player's factfile (see "The Player Factfile")
- DONE

When you have finished.

The box above contains all the responses to your actions (player/club refusals etc).

THE PLAYER STATUS MENU

The player status menu is called up by clicking on **STA** from any of your own players' factfile screens (see "The Player Factfile").



Player Status

RESULTS

3-0
2-1
3-2
4-1
2-5

The Following Options are available:

(i) List Him/Loan Him

This puts the player on the transfer list. You must decide on an asking price for him. As a guide, look at the coach's estimation of his value – shown on his factfile screen (see "The Factfile").

Display switches to the asking price screen from which you can set his valuation (see "The Asking Price").

(ii) Remove from List

Removes the player from the transfer list.

Note:- If the player is out of contract he has the right to refuse to come off the list.

(iii) Revalue Him

Allows you to change the valuation of a transfer listed player.

Display switches to the asking price screen from which you can adjust his valuation (see "The Asking Price").

(iv) Not for Sale

This option prevents approaches to the player by other clubs (i.e. they are told that he is not for sale at any price).

(v) Allow Approaches

Click on this to reverse the effect of Not For Sale, thus allowing clubs to approach him again.

(vi) Fine Him

If you feel the player deserves a fine, then this option will dock a week's wages.

Note:- You can only dock one week's wages at a time.

(vii) Insure Him

Insures the player against injury. You will be told of the cost per week of insuring him, and then asked for confirmation.

Note:- You cannot insure a player who is currently injured.

(viii) Uninsure Him

Removes the insurance.

RESULTS

2-0
0-3
2-3
4-1
6-4

(ix) Increase Wage

Gives you the chance to increase the player's weekly wage.
Display switches to the wage negotiation screen (see "Negotiations Screen") from which you can adjust his wage.

(x) Renew Contract

Allows you to negotiate a new contract for the player, if he is out of contract or if his current deal expires within that season.

Display Switches first to the contract length negotiation screen (see "Negotiations Screen") and then to the wage negotiation screen (see "Negotiations Screen").

(xi) Rehabilitate

You can arrange treatment for injured players, at a cost!

PLAYER REQUESTS

Your players may make requests to leave (if not transfer listed) or to stay (if transfer listed), at any time during each season.
A menu will appear giving you the chance to accept or decline his request.
You cannot refuse a player's request to leave if he is out of contract.

THE PLAYER FACTFILE

The player factfile displays details about a player's abilities, status and recent history. It is also used for buying, transfer listing and general manager player interaction.

Options available:

- To shortlist the player and allocate scout. See "Buying Players"
- To buy the player. See "Buying Players".
- For transfer listing, fining etc. See "Player Status Screen"
- By clicking on this icon, a screen is displayed showing the career history of the player. The appearances made, goals scored and average match rating are listed season by season. Also shown are the career totals of these details. In the case of one screen not containing all the information available, clicking on shows the remainder.

RESULTS

1-0
2-1
1-3
2-3
4-0

Vinny Jones - aged 28						
FOOTBALL LEAGUE CAREER SINCE 1987						
YEAR	CLUB	1	2	3	4	CAREER TOTAL
1987	HIMBLEDON					006
1988						
1989						
1990	LEEDS					
1991						193
1991	SHEFF UTD					
1992						
1992	CHELSEA					
						019
						6.3

EXIT

Information shown

Player History

This is split into 7 boxes.

- AGE
- CLUB
- COUNTRY
England, Scotland, Wales, Eire, N. Ireland, etc. (The country the player is eligible to play for). If the country is followed by a 'U', the player is currently selected for the Under 21 squad, and if by an 'I', the player is selected for the full international squad.
- CONTRACT – Given as week/season eg "9/1". This is the point at which his contract expires. In the case that it has already expired, "FREE AGENT" is displayed.
- WAGES – Per week
- STATUS/
VALUE – Transfer valuation. If he is not currently transfer-listed the valuation is based on the coach's assessment of the player and is followed by a "C" eg "120000 C".
- INSURANCE – How much it costs the club to insure the player per week. If the player is not insured, "NONE" is displayed.

RESULTS

9-1
1-0
2-1
6-3
2-0

- POSITION – “Def”, “Mid”, “Att”, “Gk” or a combination of.
- SIDE – “L”, “R”, “C” (Left, Right, Centre) or a combination of.
- 2 CHARACTER – the player’s personality.
- PASSING – rated 1-20 eg Glenn Hoddle would get 20, while Terry Fenwick would get 1.
- TACKLING – rated 1-20 Lee Dixon - Paul Elliot
- PACE – rated 1-20 Nigel Clough - Gary Lineker
- HEADING – rated 1-20 Paul Ince - Niall Quinn
- FLAIR – rated 1-20 Perry Groves - Darren Anderton
- CREATIVITY – rated 1-20 John Fashanu - Ray Houghton
- STAMINA – rated 1-20 Dean Saunders - Bryan Robson
- INFLUENCE – rated 1-20 (Over other players’ performance)
Nayim - Gordon Strachan
- 3 Player morale report – VERY LOW,
LOW,
OK.,
GOOD, or
SUPERB.
- 4 Availability – Fitness and Shirt number if selected. If the player is injured a description of the condition and an estimate given by the physio of the time to recover is shown.
- 5 Last Season – Appearances, Goals, Disciplinary Points and Average Ratings for last season.
- 6 This Season – Appearances, Goals, Disciplinary Points, Average Ratings, International Call ups and Man of the Match awards for this season.
- 7 Future/Clubs targetted by – If the player has been targeted by other club(s) this will be indicated

THE BACKROOM STAFF

Each club has the following staff in addition to the players and manager. To view a club’s staff click on STAFF from the squad details screen.

- (i) The Coach
Responsible for training the squad.
- (ii) The Physio
Responsible for improving match fitness and helping players recover

RESULTS

3-1

2-4

1-5

1-0

2-1

- from injury.
- (iii) Three league Scouts
The league Scouts watch and recommend players to the manager.
- (iv) The Youth Scout
The youth scout's job is to recommend and report on talented youngsters.

If you are not happy with a particular member of the backroom staff, you can sack him and find a replacement.

TO SACK ONE OF YOUR BACKROOM STAFF

- (i) call up the staff screen.
- (ii) Click on SACK
- (iii) Click on the name of the person you wish to sack.

You will be asked for confirmation. If you confirm, then you will be given the choice of finding your own replacement or allowing the board to appoint one.

TO FIND YOUR OWN REPLACEMENT STAFF

You will be presented with a series of menus asking you to specify the required reputation(s) and age(s) of the potential replacement.

A list of possible replacements will then be displayed.

Click on a particular name if you want to try and appoint them.

- Notes:-
- (i) Your staff may have ability in different areas.
 - (ii) When viewing the list of possible replacements;
 - A The ability shown is his ability in the position you are trying to fill.
 - B Click on - SCR or + SCR to show more of the list (if it takes up more than one screen).

PLAYER INSURANCE

Insuring a player has the following benefits:

- (i) If he is sent to Lilleshall (see "Player Injuries") his fees will be paid for by the insurance company.
- (ii) If he needs an operation the medical fees will be paid for by the insurance company.
- (iii) If he is forced to retire through injury, the insurance company will pay his club his value (as assessed by the independent tribunal).

RESULTS

3-0
2-1
3-4
0-2
0-1

- (iv) If you want to treat a player with a minor injury the cost of basic treatment is covered.

To insure a player see The Player Status Menu section.

SACKINGS/JOB-OFFERS/APPLYING

If a manager has been sacked you may apply for the job.

To do this, call up the club's Squad Details Screen and click on the APPL box.

A menu will appear allowing you to apply for the job or to see which other managers are being considered.

To see which jobs are available at any given time, select 'Manager Jobs' from the main menu (see 'The Main Menu') and click on 'Job News'. Any jobs available will be marked 'Available'.

During the period of time that a club is without a manager, the coach takes temporary charge of the team.

WEEKLY NEWS

At any time you may be presented with relevant news. This may be related to your squad (eg injuries etc) or of interest to the football world in general (sackings, takeovers etc).

There is also a weekly transfer news round-up. This is a list of all the week's transfers and loan deals.

PLAYER INJURIES

If a player sustains a serious injury you may be given one or both of the following options:

- (i) Send him to Lillleshall

The National Rehabilitation centre at Lillleshall in Shropshire has facilities and equipment to help players back to fitness after injury.

Sending a player to Lillleshall can speed up recovery. You will be informed of the cost.

- (ii) Send him to a top surgeon abroad

For very serious injuries you may have the chance to send the player abroad for an operation by a leading surgeon.

If successful, his recovery time will be shortened.

You will be informed of the cost of the scheme (it tends to be restricted to the rich clubs

RESULTS

1-0

1-2

2-3

2-0

2-4

STRATEGY TIPS

1 Match

There are two ways in which a manager can approach a match in terms of team selection. The first is to (generally) select a team that works well as a unit, and can hold its own against most teams it meets during the season. The advantage of this is that the manager can build a side that he knows he can rely on only needing to change in the event of injury or suspension. In 1981 Ron Saunders Aston Villa side won the First Division title using only 14 players – his team knew exactly what was required of them and complemented each other well.

However, in 1987, Howard Kendall's Everton landed the Championship in a rather different way. In the course of that season over 20 players were used – but the side worked because it played to its strengths, and because the tactics were adapted to the players available. This second approach works by treating each game separately, having a strong squad capable of adapting to the opposition and changes in team selection (including injuries). Another way in which a manager proves his worth is by his ability to influence the game while it is under way-by use of either a change in tactics or substitutions. A good manager will be able to spot not only a problem that exists, but also be able to see why the problem exists, and if he has the facilities at his disposal to make the necessary changes.

It is also worth looking at the examples of the likes of Wimbledon, Sheffield United and Crystal Palace in recent years. These teams have never been able to attract the top players but have kept amongst the elite by relying on attributes such as stamina, reliability and team spirit. Of course any team which is seriously capable of winning trophies will need players of the highest quality to rise above the average.

The ways in which a manager may approach life in the lower divisions may also be different. Getting out of a certain division requires a lot of resilience on the part of the players, and there is no substitute for experience. Note how the Leeds manager Howard Wilkinson brought in certain types of players to escape from Division 2 and different types once promoted (Vinny Jones being a case in point).

2. Transfers

Money doesn't necessarily buy success. It can help though, and managers need to be able to be flexible enough to realise when a large transfer is really worth the money and when a bit of bargain-hunting is necessary.

RESULTS

2-1
3-2
1-0
1-2
4-2

The best bargains are generally not obvious at first sight. Maybe a player has had 2 or 3 bad seasons that have kept him out of the limelight. Maybe injury is partly responsible. Maybe the team he is part of has had a bad run and affected his morale. The more astute manager will delve into a player's past or look for ways in which he might fit into his team better than the one he is currently part of.

The scouts are very useful to the manager because they can get around to watch players every week while a manager cannot. All the best clubs have a reliable network of scouts who can direct their manager to the players worth looking at.

3. Captain

The captain holds the team together out on the pitch and must be someone who is respected and liked by the players around him. It is also worth noting that great sides will have several 'captains' on the field which keeps them going when things get tough.

4. Discipline and Man-Management

It is important that a manager deals with players as people in a way that will help him get the best out of them. The personality factor is always important. Managers must remember that every player is different and will react differently in given situations. Issues such as player-fines, wage increases and dropping players need to be treated carefully as the wrong decision can create a problem that could affect the whole squad and certainly the individual player.

5. Injuries

A good physio will naturally help here - but it is important to realise that some players are more susceptible than others. Additionally it is wise to insure players whenever possible as not only are their wages paid while they are under treatment, the treatment is also paid for. In the event of a player being forced to retire through injury, compensation may also be paid.

6. Cup Ties and Derby Matches

These games carry an atmosphere of their own and are more susceptible to upsets. Very often the braver managerial decisions are rewarded although luck always seems to play a large part too.

RESULTS

3-0
2-3
1-4
2-0
2-1

7. Youth and Experience

Young players need to be nurtured through to maturity. Beware of spoiling a youngster by exposing him to the game too soon or too often. Also beware of tiring players by playing them too often in a short space of time – especially at a young age and also if they are getting to the end of their career and their legs aren't quite what they were.

A good mixture of youth and experience is helpful - especially to younger players who may need a guiding hand. Malcolm Allison's side of kids for Man City in the early 80's had ability but no driving force – and the question has to be asked - "Where are they now?".

8. Creative and Goal Scoring Players

Every team needs to create chances, and they need players to make the most of those chances. A lack of either of those will mean fewer goals. It is up to the manager to get the balance right in these areas. It is also worth remembering that certain players can turn a game with one moment of flair – though to many of today's managers those players are a luxury that cannot always be afforded in the English Game. (Pat Nevin, Duncan McKenzie, Alan Hudson?).

USER GUIDE

OTHER PLAYER ATTRIBUTES

In addition to the player information described in the section "The 'Player Factfile'" each player also has the following attributes:

SHOOTING –	Accuracy of shooting. Has the player got an eye for goal?
CONSISTENCY –	Inconsistent players have regular 'off-days'.
DIRTINESS –	How dirty is he? Dirty players foul and get sent off etc.
INJURY PRONENESS –	Likelihood of player getting injured.
TEMPERAMENT –	How does he react to provocation?

These attributes are not displayed on any screen. The manager must ascertain these attributes from the player's match statistics - ratings, goals, etc – both in the past and at present.

RESULTS

6-2
3-0
1-2
2-3
1-4

PLAYER DISCIPLINE

Everytime a player gets booked he is awarded 5 disciplinary points.
A sending off is worth 10 disciplinary points.
If a player is booked and sent-off in a match, he gains 10 disciplinary points
A sending off results in an instant one match ban.
Every 20 disciplinary points results in a two match ban.
If a player is needed by his club (due to a small squad and injuries to other players) the player is put under delayed suspension. He will then serve his ban as soon as possible (eg when his squad has less injuries etc).
Clubs with a high total number of disciplinary points in the squad run the risk of a fine.



RESULTS

2-0
2-3
2-4
2-1
1-3

Original concept	:	Oliver & Paul Collyer
'93 Edition	:	Intelek
Data Research	:	Andy Haynes
Music	:	Allister Brimble
Graphic Support	:	The Kremlin
Project Manager	:	Kris Hall

Thanks to *Match Weekly* for their assistance with the data research.



RESULTS

0-1
1-2
3-1
4-1
2-0

STRIDER



IBM PC & COMPATIBLE USER GUIDE

GAMEPLAY

Off the ball controls:

- Running:** To direct your man, push the joystick in the direction you want him to go. A running man can intercept a player with the ball.
- Tackling:** To slide tackle a player with the ball, push the joystick in his direction and hit the fire button.
- Headers:** If the ball is in the air and near your man, by pressing fire and pushing towards the opponents goal he will perform a header.

On the ball controls:

- Dribbling:** Is controlled the same way as running.
- Kicking:** To kick the ball simply press the fire button when you have possession. The longer you hold down fire, the harder your man will kick the ball.
- Passing:** To pass the ball to another player tap the fire button and push in the direction of the player to pass to.
- Aftertouch:** To affect the trajectory of the ball in the air, push the joystick in the desired direction after the ball has been kicked. Holding down fire increases height and power.
- Free/goal kicks:** Move the dotted line left or right using the joystick. Pushing forward will make the ball go further and lower. Pulling back will give a higher, shorter kick. After touch can be applied to these kicks as normal.
- Throw ins** Move your highlighted man around the screen to where you want the ball to be thrown to. Press fire and the ball will be thrown to him.
- Penalty's:** Press fire and push the joystick in the area of the goal you want the ball to go.
- Overhead kicks:** In some situations when the ball is in the air above your player he will perform an overhead kick, these are done by pressing fire and pushing towards your own goal.

Corners:

To take a corner, move the dotted line to where you want the ball to go and press fire. Your man will kick the ball to that spot. After touch is also in effect here.

In game key controls.

- ESC = Quit game
- F1 = Action replay
- F2 = Bring up score board
- F3 = Substitution (see notes)
- F5 = Change view point (into pitch)
- F6 = Change view point (out of pitch)
- F7 = Radar on/off

During Replay:

- F1 = Return to play
- F2 = Pause replay
- F5 = Fast rewind (with f2, 1 frame rewind)
- F6 = Fast forward (with f2, 1 frame forward)
- Fire = Return to play

Substitutions

After you have pressed F3, the next time the ball goes out of play, you can make your substitution. Play will stop and the substitution menu will appear. To make your change move the highlighted bar over the player you want to remove and press fire, then go to your substitutes and highlight the one you want to replace your man. Press fire and the two will swap places. When you are happy with your squad you can return to the game or change your strategy.

THE MENU'S**Friendly game**

This is simply one game match between either player versus player (2 PLAYER) or player versus computer (1 PLAYER). Select your team from one of sixty four international sides, when playing against the computer you choose which team it will control.

Super Cup**Start cup:**

When you start a cup, you will have to choose your team, and the teams the computer will control. Pressing fire once over a team will make them player controlled,

press fire again and it will become computer controlled. Once you have chosen your team, you can go to compute and the computer will randomly select the teams it will control. There are six groups in the cup. Each group has four teams.

The four teams in each group will play each other over the course of ten days.

After these ten days, the top two teams from each group and the four best third placed teams go through to the final sixteen. These teams will play through a fifth round, quarter final, semi final and final until a winner is decided.

Continue cup: If you have reloaded a saved Super cup or you have quitted from one and have not since reset the computer, you can continue your Super cup from where you left it.

NOTE: If you start a new cup, any other unsaved cups will be erased.

Knockout

In a knockout tournament, a number of teams play one match against one of the other teams. The winner of each match goes through to the next round where the number of teams is half the amount of the previous round. This continues (with the number of teams halving each round) until a winner is decided.

You can play with 64, 32, 16 or 8 teams. Teams are selected the same way as the Super cup. The continue KO feature also works the same as the continue cup.

League

A league is a competition between 3 to 22 teams and between 1 and 4 rounds. Each round lasts for as many days as there are teams in the league. Each team will play every other league team once during this time. The winner is the team with the greatest amount of points.

Leagues can be continued in the same way as cups and knockouts.

Penalty's

This is a straight penalty's game, either player versus computer or player versus player. Choose the teams and away you go.

First of all each team takes five penalty's. Whoever has the most goals after this wins. If both teams are equal the penalty's continue until one team drops behind.

Edit squad

With this option, you can customise a team to suit your liking. To change a players name, highlight that player and press fire. Type in the new name and press return. If you are unhappy with the new name, CANCEL will bring back the original. Changing the team name is done in the same way. You also have the option to change the teams kit. With 16 colours you can change the shirt and shorts. With 256 colours, the shirt, stripes, socks and shorts can be edited.

To wipe all the changes made, click on **RESTORE TEAM**.

NOTE: On 16 colour mode, stripes are not included in teams kits.

Main Options

The main options allow you to change some basic aspects of the game. The play speed can be altered and the music can be turned on or off. The stadium behind the top goal can be removed (on 16 colour mode, you cannot have the stadium at all). Removing the stadium will increase the games speed on lower machines.

You can view the winners of the Super cup, league and knockout tournament. If there is no winner, a picture of the trophy will appear with no team name above it.

The player controls can be changed using the JOYSTICK 1 and JOYSTICK 2 option. JOYSTICK 1 is player 1's controls and JOYSTICK 2 is player 2's controls. The game always starts off with player 1 on joystick and player 2 on keys, this can be changed to your preference. Joysticks can be switched on or off with the JOYSTICK 1 or JOYSTICK 2 options.

Keys can also be changed from the **set keyboard** menu.

NOTE: Both joysticks de-fault to on if they are plugged in.

The keys for player 2 default to:

Q	=	Up
A	=	Down
O	=	Right
I	=	Left
SPACE	=	Fire

To change the keys, highlight the key you want to change, press space/fire over it (the word SELECT will appear) then press the key you want to use.

Once both joystick and keyboard are set for players 1 and 2 either can be used.

When you are back at the option menu press your new fire button and the keys will be operational.

The player who presses fire on the play option will then play that match.

Friendly, Super cup and knockout options.

You can change various parts of these games with this menu.

- Match length:** Each game can last 4, 6, 10 or 14 minutes. Each game is split up into two halves, 2 x 2 mins being a 4-minute match.
- Extra time:** If at the end of the game the scores are equal the game will go to extra time. The amount of extra time can be altered or turned off. If after extra time the scores are equal, the game will go to penalty's. If penalty's are off, in a knock-out competition the game will be replayed.
- Wind strength:** The strength of the wind will affect the balls flight through the air. The stronger the wind, the more unpredictable play becomes.
- Pitch surface:** With a dry pitch, the ball will travel faster along the ground and slide tackles are shorter. The damper the pitch the slower the ball and the longer the tackles.
- Penalty shootout:** If after a game or extra time the scores are equal, the game will go to a penalty shootout if this option is on. These are played the same way as the Penalty game.
- Turbo mode:** With Turbo on, the game will play at a faster speed depending on your machine.
- Auto keeper:** With Auto keeper on, the computer will control your keeper. The keeper will be as good as the team i.e. Germany will have a better computer controlled keeper than Qatar.
Without Auto keeper you control the keeper. The keeper will pick up the ball automatically when he is close enough.
Pressing fire at a direction makes the keeper dive unless there has been a backpass, in which case pressing fire will make him head or kick the ball like any other player.

**Abilities:
(friendly only)**

Before you play a friendly game you have the chance to change the abilities of your team. If you leave the abilities on INDIVIDUAL, the players abilities will be the same as the bar chart shows on the pre-match screens.

League options: The league options differ to those of the cup, friendly and knockout in a number of ways. Extra time and penalty's cannot be played and you can change the number of rounds and the amount of points you gain for each win.

TACTICS/STRATEGY

Before or during a match you are given the chance to change the formation and strategy of your team. This is done by moving the highlighted bar over the formation you choose and pressing fie, the same is done for strategy.

Here are the various formations:

- 4-2-4 = Good defence and attack
- 4-4-2 = Strong defence and midfield
- 5-3-2 = Defensive
- 1-4-3-2 = Fair attack with good support from midfield.
- 4-3-3 = Good all round
- 2-3-5 = Strong attack, weak defence
- 3-5-2 = Weak attack supported by good midfield and fair defence
- 5-4-1 = Very defensive, poor attack

Swap players: This is performed in the same way as substitutions. Players can be moved around from their positions as well as replaced.

LOADING AND SAVING

Saving: To save a league/cup or knockout onto the hard drive click on the C DRIVE icon. The word STRIKER. STR will already be in the box to the left. Press space to delete this and type the name you want to call your saved game.

Press return when you are happy and press fire on O.K.

To save to floppy, put a disk in the drive, click on A DRIVE and continue as above.

Saving a game will save all the current competitions and edited teams.

Kits and team names will also be saved.

Loading a saved game: To reload a game, move the highlighted bar to the file you want to open. Press return and then fire on O.K.

To reload from floppy, click on the A DRIVE icon when your disk is in the drive and continue as above.

NOTE: When Striker is played in 16 colour mode, the game will usually run faster than the 256 colour mode. This will depend on your computer.

Installation

To install **STRIKER** on your hard drive type: **A: or B: (then press return)**

INSTALL C: STRIKER

The name of the target directory (eg. STRIKER) can be anything, as long as it does not already exist on the hard drive.

Once installed, a full list of instructions can be viewed by entering the game directory and typing **READ**.

This can be done before installation.

The game can then be started by typing 'STRIKER' on which a small option screen appears, asking whether you wish to play in 16 or 256 colour mode.

Please note: the game disk must be in the drive to play the game.

Sound Cards:

Your sound card needs to be installed before playing the game. Type setup and follow the on screen instructions.

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I N T E R A C T I V E